

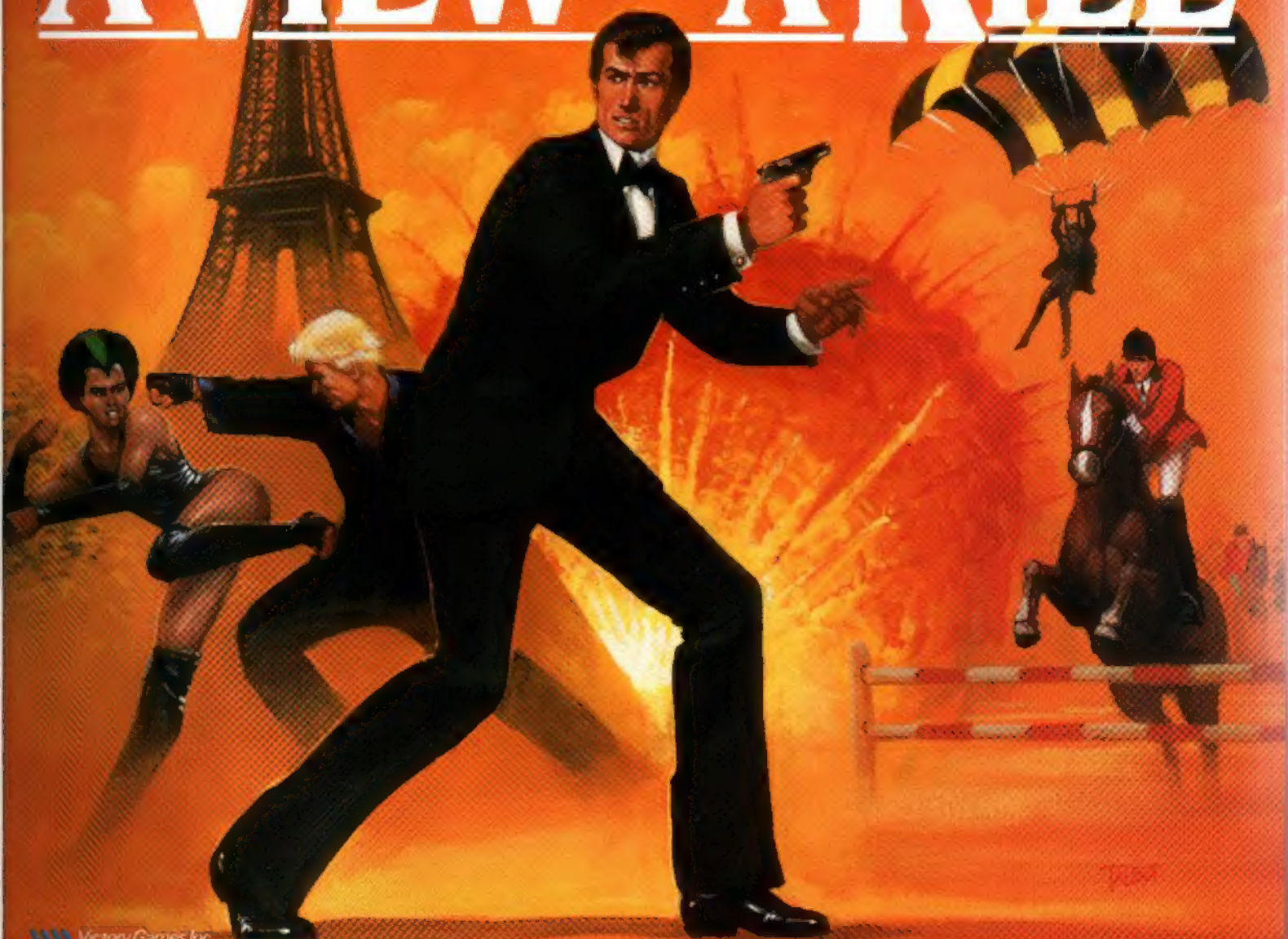
An Adventure
for 1 or 2 Players
PLUS Gamesmaster

JAMES BOND 007



Role Playing
In Her Majesty's
Secret Service

A VIEW TO A KILL



VICTORY GAMES, INC.
New York, New York 10001

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For Ages 12 to Adult

FOR YOUR EYES ONLY



POLARIS INDY 600 SNOWMOBILE

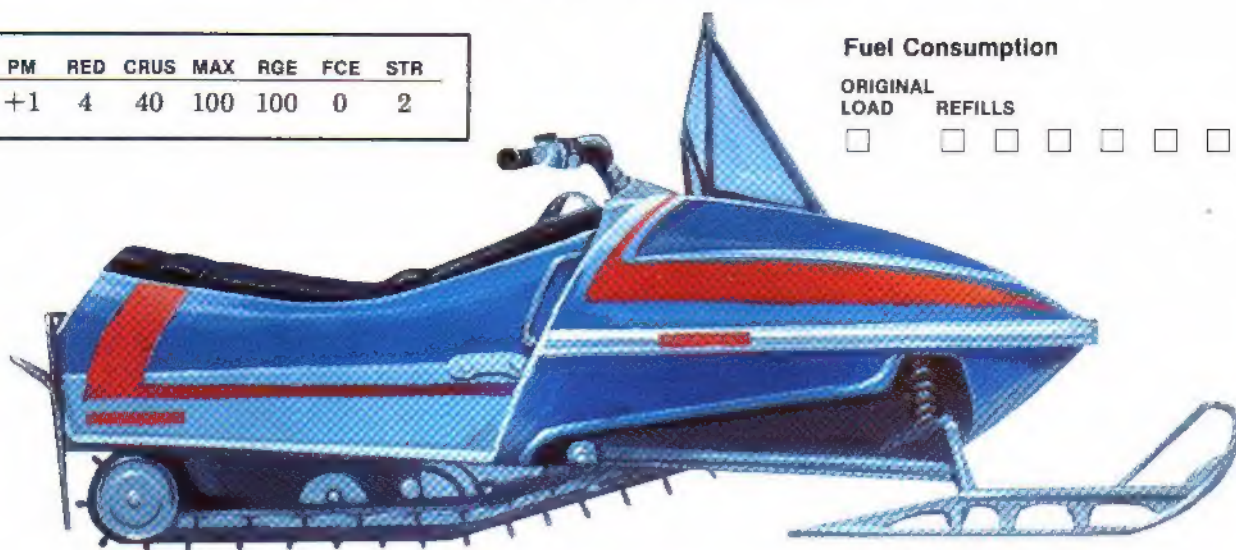
PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	40	100	100	0	2

Fuel Consumption

ORIGINAL
LOAD

REFILLS

☐ ☐ ☐ ☐ ☐ ☐ ☐

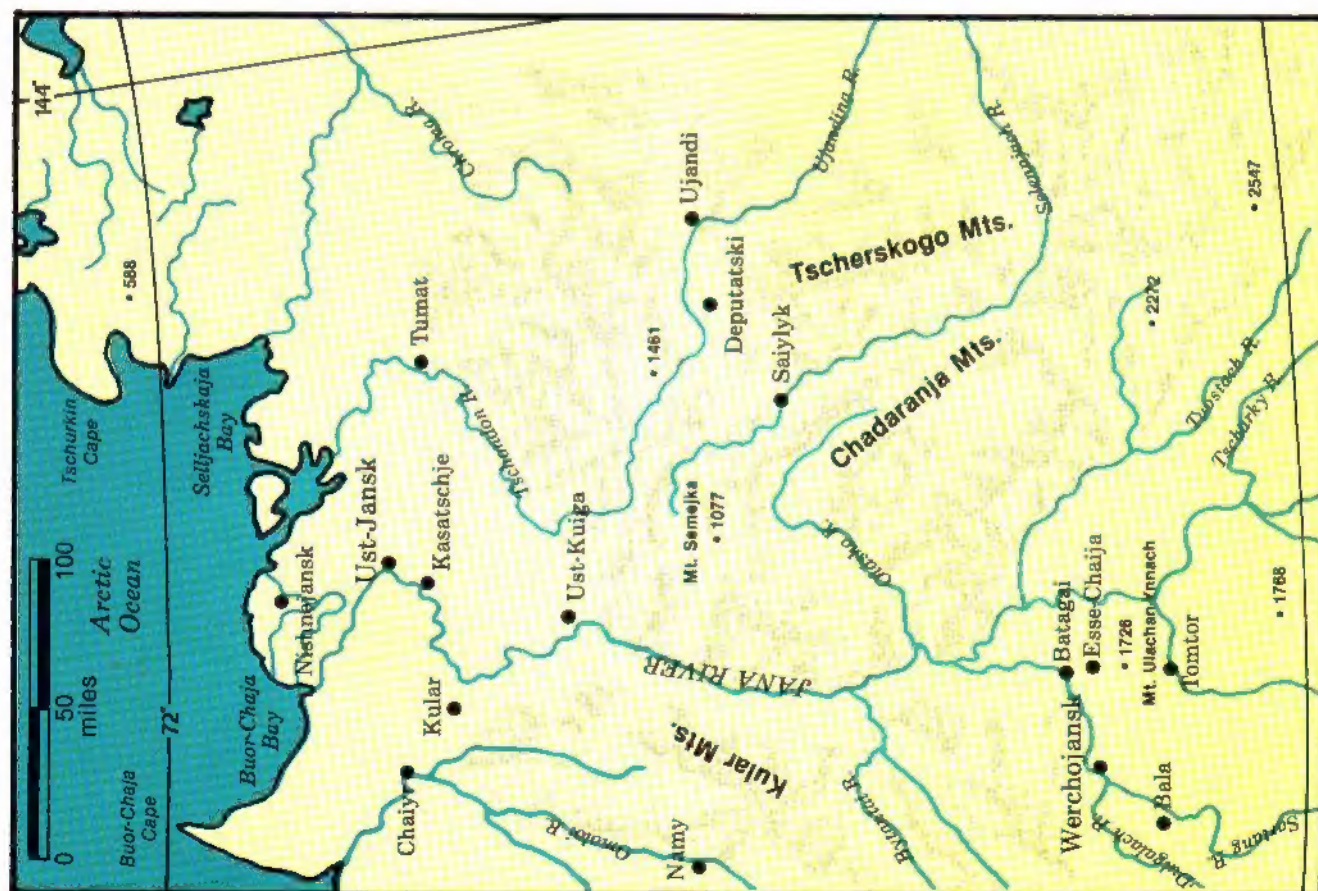


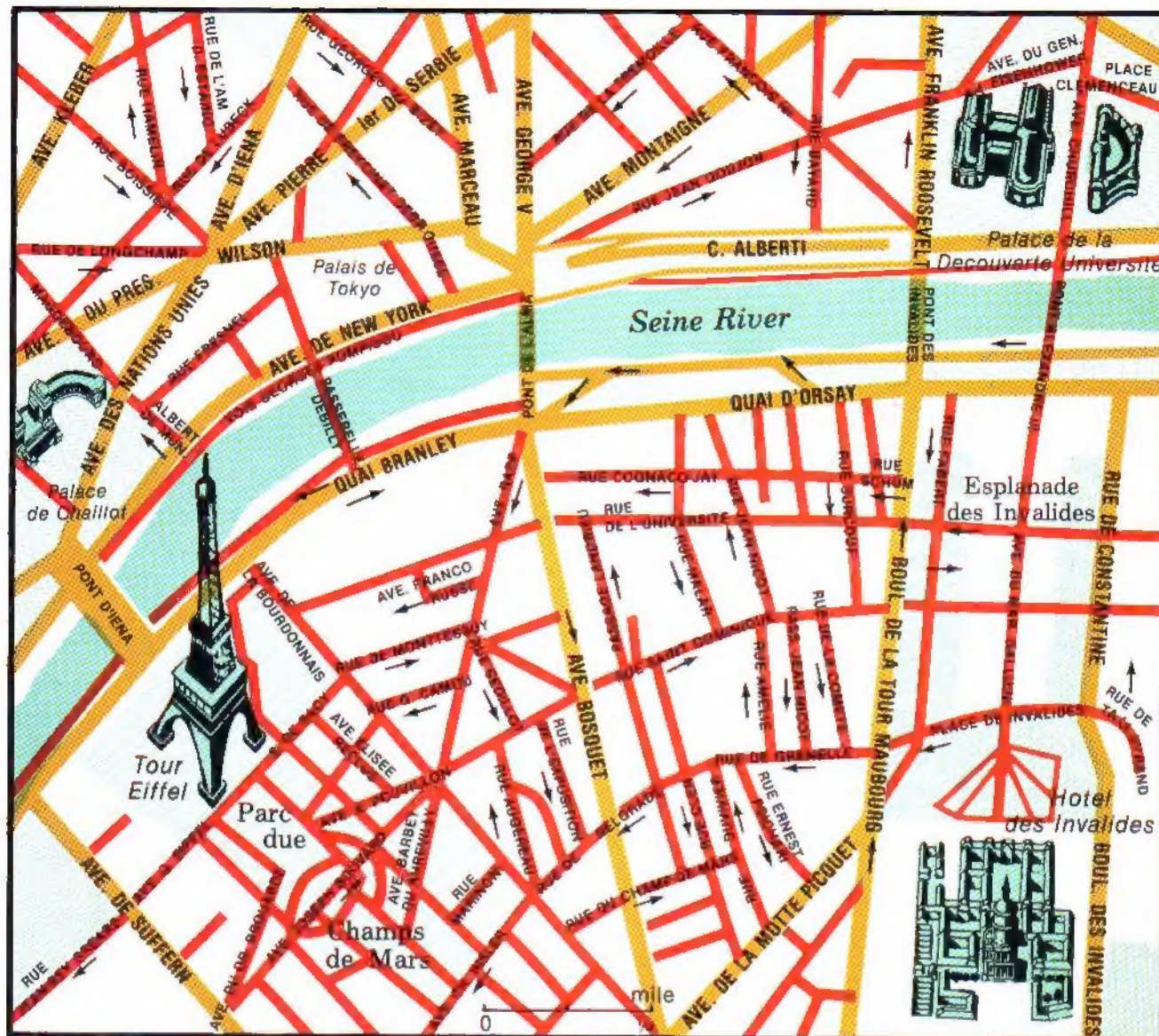
HER MAJESTY'S SECRET SERVICE



MINISTRY OF INTELLIGENCE DEPARTMENT 6

GM NOTE: Cut along lines and give props to players as indicated in text.





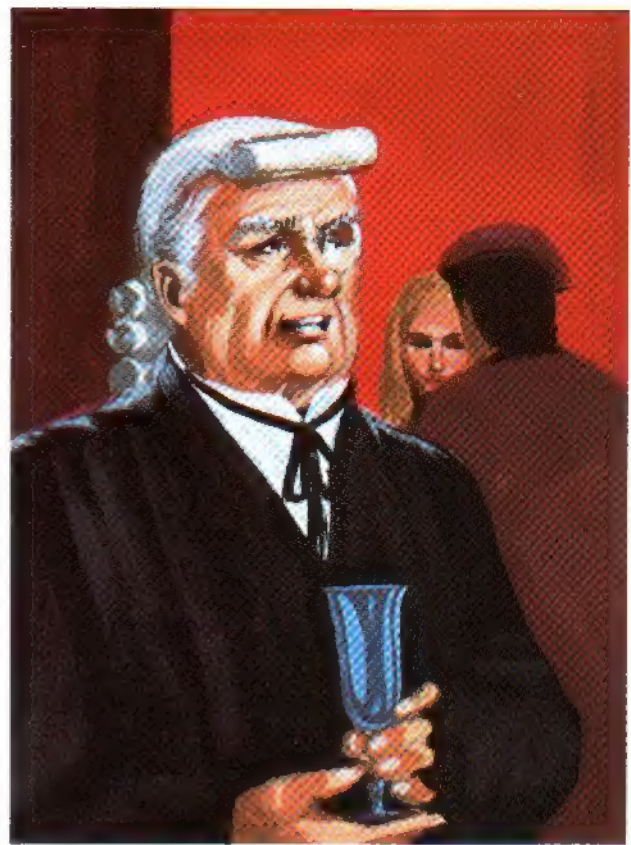
GM NOTE: Cut along lines and give props to players as indicated in text.

You are cordially invited
to attend
The Annual Yearling Sale,
courtesy of Monsieur Max Zorin.
To take place on
April 13
at Monsieur Zorin's chateau (St. Remy).

Showings will be: 3:00 p.m., April 12
9:00 a.m., April 13

Sale commences: 12:00 p.m., April 13

Accommodations and refreshments provided
Hope to see you.



↓ Bob Conley ↑ Jenny Flex **GM NOTE:** Cut along lines and give props to players as indicated in text. ↑ Dr. Carl Mortner ↓ Pan Ho



MAX ZORIN

19

5876

Pay to the
order of

\$

21-214
007Dollars
(U.S.)MONARCH TRUST
Folsom St. and 10th St.
San Francisco, California

Memo

⑈2995878⑈ 91⑈ 2⑈ 897EB ⑈2995878⑈ 91⑈ 2⑈ 897EB

NON-NEGOTIABLE

GMNOTE: Cut along lines and give props to players as indicated in text.

Three Strikes Enterprises

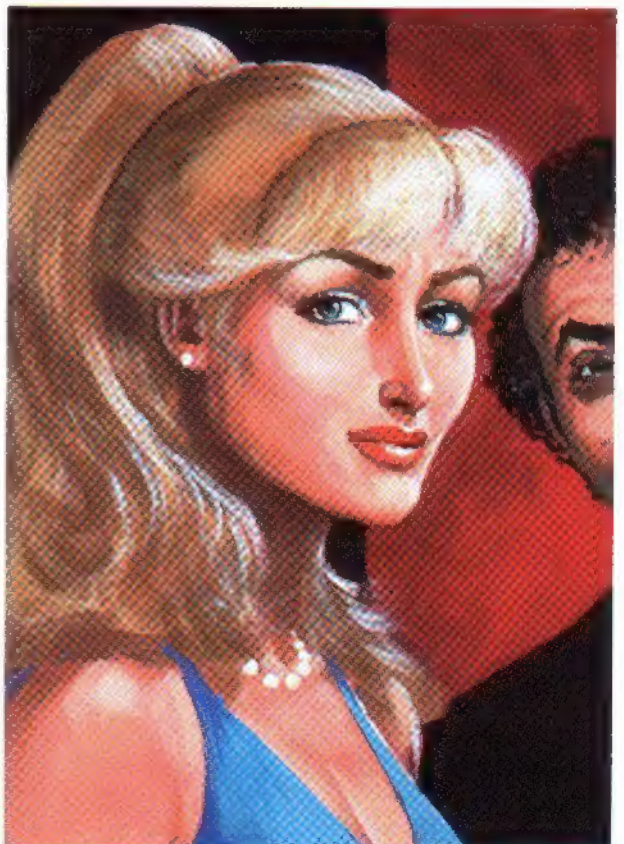
Alameda Road, Oakland

DATE	BALANCE →	DEBITS	CRED.
2 15	PAYMENT DEPT. OF CONSERV-FEE (LAUNDER) (SMITH SILENT)	25000-	
2 20	DEPOSIT FROM MZ		- 30000-
2 27	GARRUCCHI BROS. - EXPLOSIVES - MINE	15396-	
2 28	DEPOSIT FROM MZ (PETTY C.)		- 30000-
3 11	DEPOSIT FROM MZ		- 35000-
3 12	PAYROLL	40000-	
3 18	GARRUCCHI BROS. -	13296-	
3 19	HERTZ - TRUCK LEASING	2005-	
3 20	EXPENSES - CONLEY -	16354	
3 29	DEPOSIT FROM MZ		- 10000-
3 30	PAYMENT TO RS	5000-	
4 11	WITHDRAWAL TO MZ (TELEX)		- 15000-

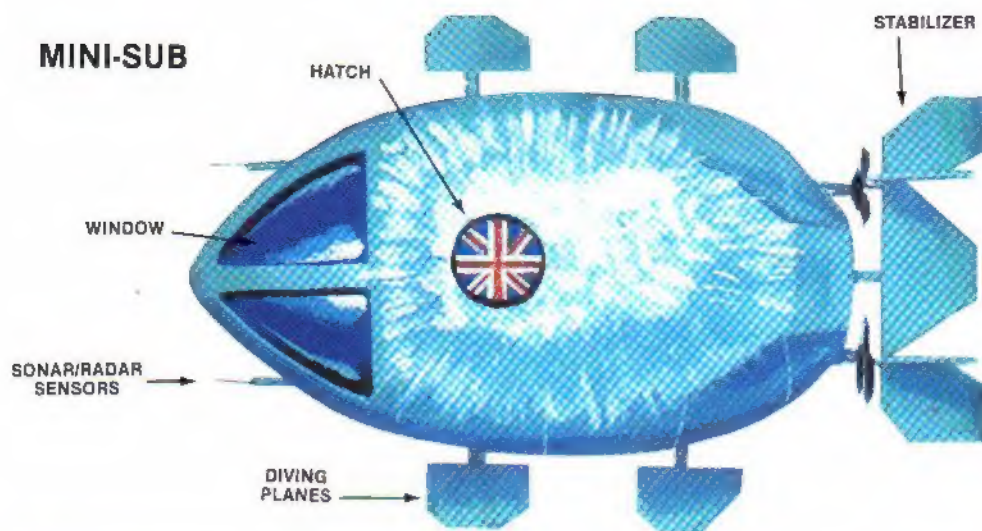




↓ Sheik Ali-Haji ↑ Max Zorin GM NOTE: Cut along lines and give props to players as indicated in text. ↑ May Day ↓ Stacey Sutton



MINI-SUB



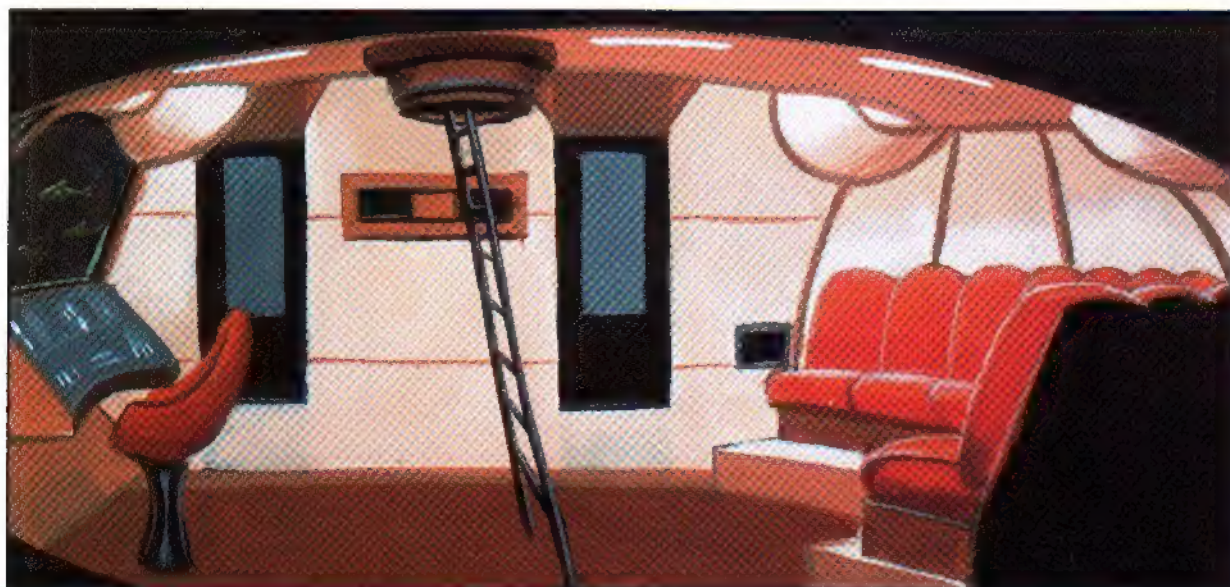
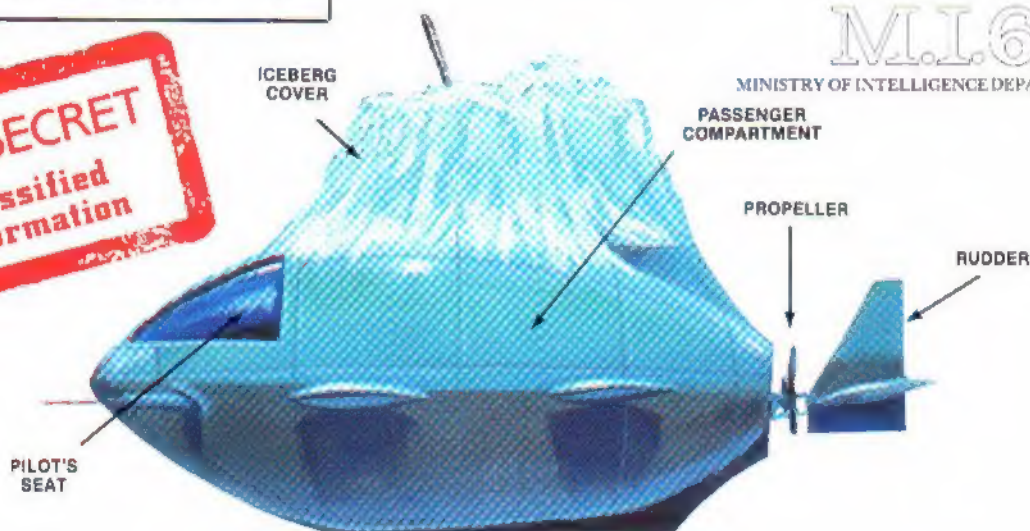
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+1	5	15	25	1800	3	9

HER MAJESTY'S SECRET SERVICE



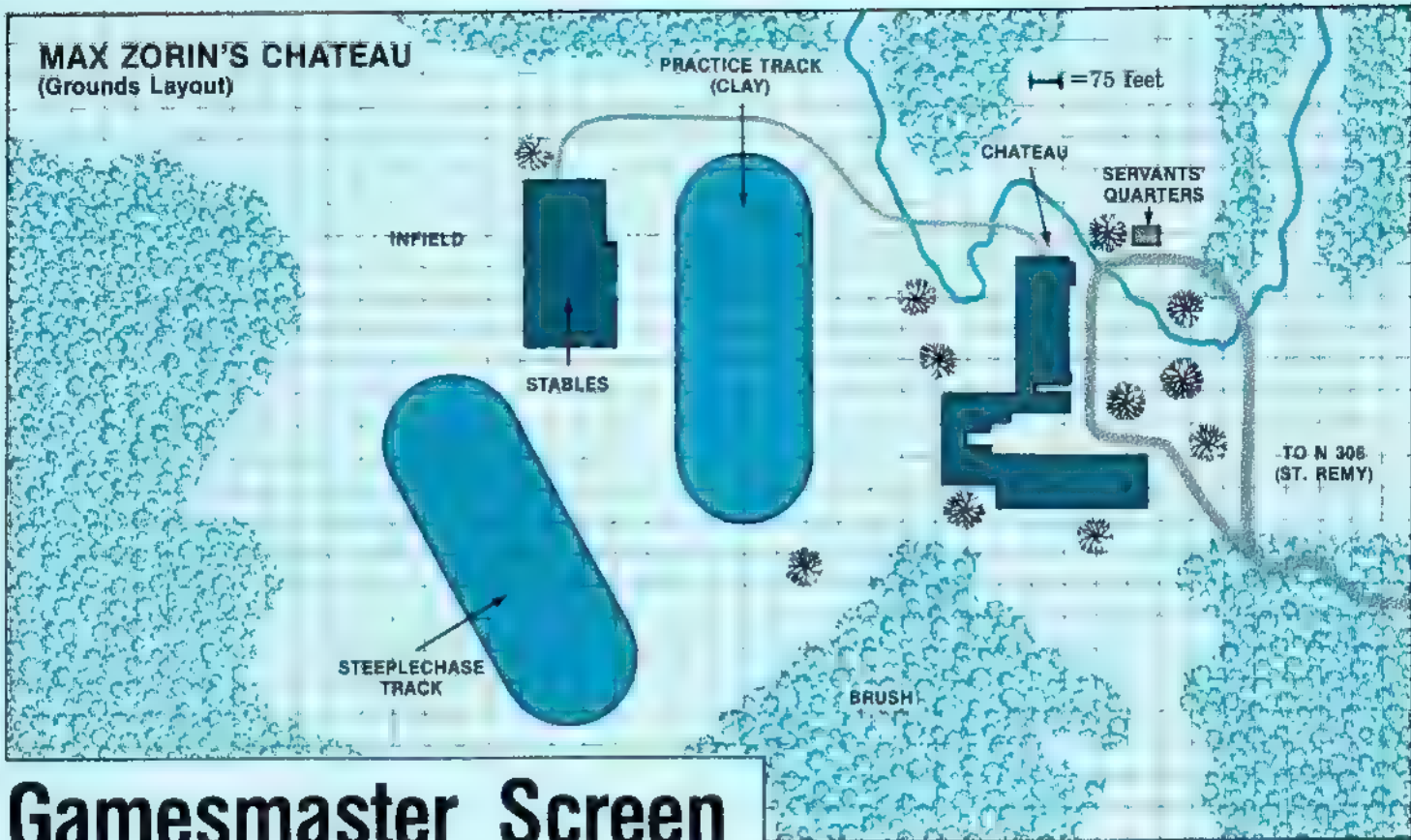
MINISTRY OF INTELLIGENCE DEPARTMENT 6

PASSENGER COMPARTMENT



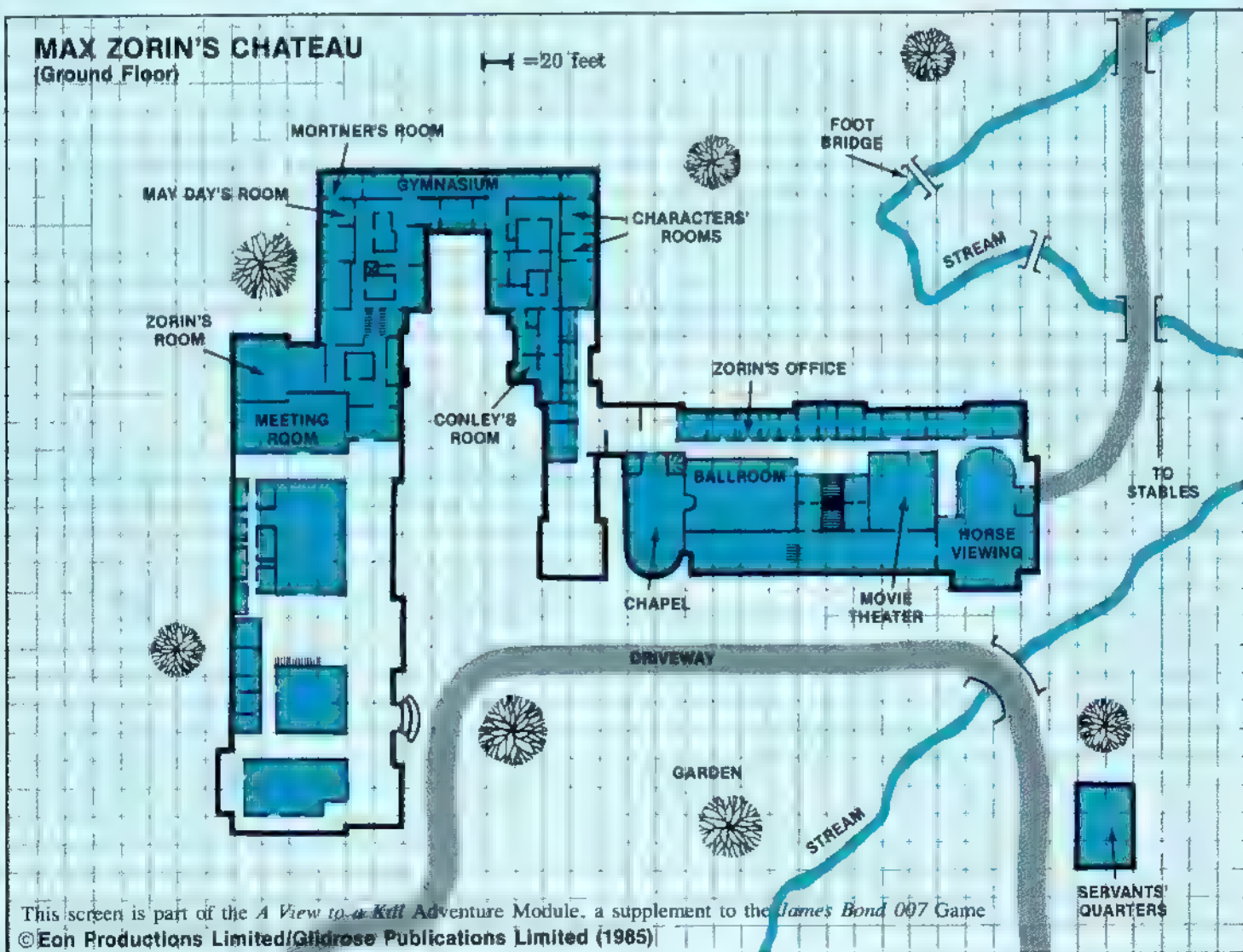
TOP SECRET
Classified
Information

MAX ZORIN'S CHATEAU (Grounds Layout)



Gamesmaster Screen

MAX ZORIN'S CHATEAU (Ground Floor)



This screen is part of the *A View to a Kill* Adventure Module, a supplement to the *James Bond 007* Game

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Gamesmaster Guide

A VIEW TO A KILL

An Adventure Module
for the James Bond 007 Game

DESIGNED BY VICTORY GAMES, INC.

ADVENTURE DESIGNER: GERARD CHRISTOPHER KLUY



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Part I: Introduction and Briefings



A. Introduction

The *A View to a Kill* Adventure Module is designed to be played by one or two characters and a Gamesmaster. It offers a challenge to one character of "00" rank or two of Agent rank. One "00" and one Agent or one "00" and one Rookie may also play as a team. It is not recommended for two Rookies (unless you make the adventure easier).

Note: *The information contained in this booklet is for the Gamesmaster's eyes only. Players should not read this booklet. If any of your players have read this adventure, you will have to make significant changes so that the players will not anticipate events. Guidelines for incorporating changes into the adventure are given in Part IV: B. Altering the Adventure.*

You should familiarize yourself thoroughly with the story line and details of the mission. It is not necessary to memorize it completely, but you should know it well enough so that, in the middle of running the adventure, you will be able to find any specific piece of information you need.

Read the adventure the first time to gain an overall understanding of the purposes of the NPCs and the details about the locations in the mission. Then re-read it, highlighting or underlining the important details and making notes for yourself in the margins. It is to be expected that you will have to look up information while running the mission, but you should try to avoid long delays while you fish up some forgotten detail.

You will also notice variations in the details of the locations in this adventure when compared with those in the movie. These variations are designed to make the adventure different from the movie, should your players not

wish to recreate the movie's plot exactly. If you wish to stay close to the premise of the movie, feel free to change the locations as you see fit.

The information in this booklet is organized to help you run the mission smoothly. The "Briefing for the Characters" in this section presents the background information the characters must have before beginning the mission in Siberia (once this mission is complete, there will be another briefing for the characters; see Part III: B. The Second Briefing). You can either read the initial briefing directly to your players as M (you) telling the characters what he wants accomplished, or you can paraphrase it. The section "Q Branch Equipment" describes the items the characters will be given by M.I.6 for the rescue mission. Other Q Branch equipment used in the adventure is described in Part III: B. The Second Briefing.

The "Briefing for the Gamesmaster" in this section provides you with the information regarding Zorin's master plan. It contains the information the characters are supposed to uncover during their investigations, which differs from what they learn in their second briefing with M. The section "Notes on the Adventure" provides a general outline of what the characters should do during their mission, a timetable for the adventure, and descriptions of the props and maps used in the adventure.

Part II of this booklet includes the various characteristics and skills of the NPCs the characters will encounter, plus information about these NPCs relevant to the adventure. Part III describes the major locations the characters will visit during their mission and what will occur in these locations. Part IV explains the consequences of the adventure should the characters succeed

or fail, plus ideas on altering the adventure and creating new missions using the NPCs in the this adventure. Finally, Part V contains descriptions and information about San Francisco, one of the major cities in which the mission takes place (for information on Paris, see the "Thrilling Cities" chapter in the *James Bond 007 Game*).

This adventure includes an M.I.6 Mission En-

velope, containing eight Mission Sheets. These sheets contain maps and clues for the characters, which are handed to the players as indicated in the text. Note that you will have to cut some of these sheets apart.

There are a number of maps included with the adventure. They are described in "Props and Maps" in D. Notes on the Adventure, below.

B. Briefing for the Characters

The briefing takes place in M's office. It is early evening of April 1; the characters may have been called in after hours or simply held over after they have finished their duties for the day. M appears concerned rather than gruff or angry; he clearly feels in a bit of a tight spot.

"Sit down, sit down. I'm afraid I have some rather bad news." He takes a puff on his pipe. "004 is missing and presumed dead deep inside Russia. We have no report of his capture, so we must expect the worst."

After the shock of this pronouncement has sunk in, M will continue.

"You are to go into the Soviet Union to find out what has happened to 004, and why he was unable to complete his mission.

"He was sent into Siberia to retrieve a prototype of a microchip which had been stolen recently by the KGB from Zorin Microelectronics here in Great Britain. The chip is critical to the future defense of England because it is impervious to the EMP (Electro Magnetic Pulse) of an atomic explosion

"In the event of an atomic war, Great Britain's electronic defenses and communication networks — all of which make extensive use of microchip technology — would be able to continue operation, if this chip is used. On the other hand, the enemy's comparable technology would be rendered useless by the Pulse."

M will pause for a moment and puff on his billiard, straight-grain pipe

"Zorin Microelectronics has undergone an extensive security check, and it appears the chip prototype was stolen by a KGB agent working on the inside. 004 was assigned to infiltrate the Soviet microchip research facility in Werchojansk, Siberia. That is where our intelligence determined the stolen chip has been taken.

"004 reported the chip was indeed located there. He was ordered to break into the plant, steal the chip and any copies which had been made of the chip, plus the paperwork dealing with the technical data contained on the chip.

"He arrived in Siberia two weeks ago. Yesterday he reported his mission accomplished and noted he was escaping by land in a snowmobile. He was making for Ust-Jansk along the Jana river (to rendezvous offshore with a Royal Navy sub) when he stopped — or was stopped — for some reason. He did not arrive on time

for his rendezvous. The last contact with him had indicated no trouble

"You will fly to Anchorage tonight; your flight leaves at 2 A.M. From there you will be transported by our Lockheed SR-71A (for more details on the jet, see the *Q Manual*) to any location of your choice along the Jana River and paradropped with Q Branch equipment. Insertion will be at night, just before dawn, so prepare yourselves for all eventualities.

"You must find 004 before the Soviets do and see if he has the microchip. If he doesn't, you must find it and steal it yourselves. If he does, you should return with it. If 004 is alive, please bring him back if you can.

"004 was equipped with minimal equipment, so you will have some trouble finding him. He did carry a Scarab tracer, but we fear it has failed. Your Polaris (see below) will be able to pick up his signal if it is still there. His exact location is unknown and you will have to plan a search.

"We can assume the KGB will be looking for him, and our only hope is surprise. Find him before they do, _____ (fill in characters' numbers)."

Note: If only one character is undertaking the mission and a partner is desired, agent Kimberly Jones (see Part II: B. Allies, for her game statistics and background) will accompany the character. No more than two characters can go on this assignment since the Polaris snowmobile (see "Q Branch equipment," below) can carry only two.

M will continue, "We will transport a small mini-sub (speak to Q for the details) to the mouth of the Jana and, camouflaged, it will work its way upstream until the ice floes and the narrowing river prevent it from going further. Once you have finished your mission, you will rendezvous with it and return to Alaska in the sub. Good luck."

At this point you can hand the characters the map of Siberia, the visual of the Polaris Indy 600 Snowmobile, and the visual of the mini-submarine; these are props from the Mission Envelope. You should point out to the players that the mini-sub is currently disguised to look like an ice floe.

The players will probably have some questions to ask, since finding 004 will be the first difficult task for their characters in this adventure. The information is presented below in question-and-answer format for your convenience.

Q. How long had 004 been traveling before he ceased transmission?

A. He was transmitting every hour, but we heard nothing after his fourth contact.

Q. What time of day did the transmission end?

A. 10:00 A.M. this morning (April 1).

Q. How fast could he have traveled?

A. We estimate an average of 35 miles per hour, plus or minus 10 because of the weather.

Q. What was the weather like?

A. Cold. There were some snow showers of varying severity.

Q. Where can we rendezvous with the mini-sub?

A. It will start upstream from Nishnejansk at 3:00 A.M. on April 2 (the next day). It will travel at a maximum speed of 25 m.p.h. from that point until you rendezvous

with it. It cannot effect a normal pick up south of Ust-Kuiga because of the ice in the river. There can be no radio contact between the sub and you

Note: You will have to keep accurate track of the sub's traveling time and location. The effects of crossing the international dateline have been ignored in this part of the adventure, since the characters will re-cross it when they return to Alaska.

Q. How long will the sub wait for a rendezvous with us at Ust-Kuiga?

A. The sub will wait until 6:00 P.M., April 3, and then leave.

It takes 10 hours to fly from London to Alaska and 1 hour to fly from Alaska to the drop point along the river. There will be a 30 minute layover in Anchorage. The characters may sleep on the flight from London. 10 time zones are being crossed, so the characters will arrive at the drop point at 5:30 A.M. local time.

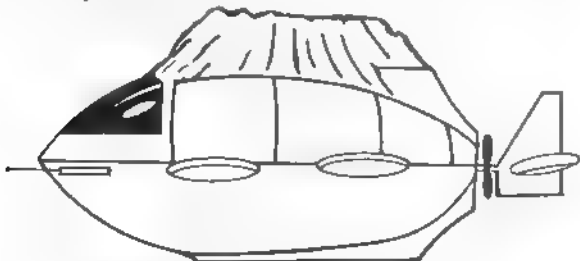
C. Q Branch Equipment

Q BRANCH MINI-SUBMARINE

This is a three-passenger submarine recently developed by Q Branch. It allows covert insertion and removal of operatives in normally inaccessible areas. For this mission the sub's top looks like an ice floe, and there is a hatch in the top of the fake floe, allowing access from outside.

The mini-sub is equipped with the latest in sonar and radar detection equipment; also highly developed communications equipment is part of the standard package. The mini-sub also has the newest electronic countermeasures to prevent detection. It can carry up to three people in comfort, four if need be, and five in an extreme pinch. There are sleeping quarters to the rear, allowing the vessel to make long trips while providing for the passengers' comfort.

Note: The mini-sub will not be used by the characters unless they make it to their rendezvous with it.



The Attributes for the mini sub are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	5	15	25	1800	3	9

POLARIS INDY 600 SNOWMOBILE

In Britain these machines are referred to as "snow scooters." The Polaris Indy 600 is a low slung, sleek-looking vehicle that can scream across the snow at 100 m.p.h. It can seat two passengers. The Attributes for it are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	40	100	100	0	2

The two Structure Points in this version are already assigned; the snowmobile comes equipped with the Satellite Navigation System and the Tracking Screen (see pages 89 and 90 of the *Q Manual* for more details).

Satellite Navigation System: The unit has a visual display which shows one of several maps stored on microfiche. The vehicle's exact location is shown on the map within a margin of error of just over a yard.

Tracking Screen: This is used to determine the location of a homing device or tracer. The tracking screen has a sweep bar similar to that of a radar screen. This bar keeps track of the blip representing the homing device, the screen scale having been predetermined to the transmission range of the homing device. 004 was using a Scarab with a range of 25 miles.

The snowmobile in this adventure carries with it 6 extra refills of fuel, making its effective range 700 miles.

Note: Q will inform the characters they must discover a way to destroy the Polaris, as it cannot fit into the sub. Q does not want the Soviets getting their hands on the equipment.

ECHO TRACER

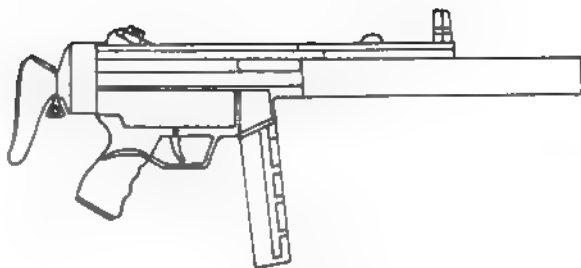
The characters will be given one tracer so the minisub can find them. It has a broadcast range of 19 miles.

Note: The characters will, of course, be given whatever miscellaneous cold-weather gear they wish and ammunition for their personal handguns. Since the climate is so hostile, take extra time to insure they have all the gear they will need.

H&K MP5 SUBMACHINEGUN

One of these machineguns will be given to the characters. The MP5 has a ratchet which sets its rate of burst to three, four, or five shots per burst. The Attributes below assume a three-round burst setting. If the firer is aiming at one target only, the Damage Class is I; for Spray Fire, the Damage Class is F.

The characters will get two extra clips for the H&K MP5.



PM	S/R	AMMO	DC	CLOSE	LONG
0	6	30	I(F)	0-12	45-70
CON	JAM	DRAW	RL	COST	
+3	99	-2	1	275	

Note: The S/R of 6 means the gun can fire 2 three-round bursts in an Action Round.

D. Briefing for the Gamesmaster

The mission to Siberia to find 004 and the microchip is not the heart of this adventure. In Part III: B. The Second Briefing, the characters will be given their main mission, which centers on Max Zorin's attempt to destroy Silicon Valley in California and take over the microchip industry. The background to Zorin's master plan is detailed here.

ZORIN'S MASTER PLAN

Max Zorin is determined to take control of the world microchip manufacturing industry. Zorin is a man of his times; he has been to the mountain of microelectronics and has seen the economic power that resides with him who stands atop that peak. As a prelude to that plan he purchased Micro Electronics, Ltd. (MEL) six months ago, renaming it Zorin Microelectronics.

As detailed below, Zorin has been an agent for the KGB, who had previously infiltrated MEL and knew of the government contract to develop the EMP-resistant chip. Zorin was ordered to buy MEL. Normally, having an important British firm bought by a man of his background (see his background in Part II) would have held up the purchase for months, but his friends in the House of Lords (he had made many during the oil shortages in the 1970's) sped things along and created a great deal of good will towards him.

His genetic background (being a creation of Dr. Hans Glaub, alias Carl Mortner; see his background in Part II) gives Zorin the inflated ego necessary to plan such a grandiose scheme. Financially, his oil and gas empire was only able to back a portion of his scheme, called Operation Main Strike (see below). So, through coercion, financial extortion and veiled threats from Dr. Mortner, Zorin has established a backing group of oil and gas industry leaders from all over the world. They have joined Zorin on numerous occasions for nefarious pur-

poses in the past and are gladly joining with him now. The characters' arrival at his chateau during the adventure (see Part III: D. Zorin's Chateau) will occur during the final set of meetings for the project, being held under the cover of Zorin's yearling (horse) sale.

Zorin knows that the American microchip manufacturers have an insurmountable head start in the marketplace. The only competition they have are the Japanese, whom Zorin thinks will concentrate on the machines and not on the chips. Therefore, for Zorin to place his firm in a position to take over the marketplace, he must destroy the microchip industry in Silicon Valley, California — the heart of the American microchip manufacturing capability. He has called this Operation Main Strike; it is named after the silver mine he owns (through a dummy corporation) just east of San Jose, California. This fantastical act will debilitate the Americans for at least 18 months, allowing his products to corner the marketplace.

Note: Silicon Valley lies between Palo Alto and San Jose in the Santa Clara Valley in California. The heart of the microchip industry is located here. See the map of the San Francisco area on the Gamesmaster Screen for details.

Zorin plans to destroy the Silicon Valley manufacturing capability by literally destroying the valley itself. Silicon Valley lies between two of California's main earthquake fault lines: the Hayward fault to the east and the more famous San Andreas fault to the west. The Hayward fault runs up the eastern side of San Francisco Bay (through Oakland) while the San Andreas fault runs of the western side (under San Francisco itself).

Zorin plans to cause a major earthquake by flooding the San Andreas fault, using the water from the San Andreas Lake reservoir (which was constructed immediately above it) and by pumping water into the Hayward fault from the bay, causing that fault also to slip.

But these deeds are not enough for Zorin, because the quakes may occur at slightly different times and the devastation may not be quite as total as he would like. So, he is also going to cause yet a third earthquake by setting off explosions in Main Strike Mine near San Jose, where the two branches of the faults join.

This, done simultaneously with flooding the San Andreas fault and pumping water into the Hayward fault, will cause the entire fault line to slip. The resulting jolt given to the Bay Area will cause Silicon Valley to drop 15 to 20 feet and to become flooded. The entire valley will vanish under the water from San Francisco Bay.

The whole thing will look like a natural disaster, and Zorin will escape any blame. After all, his oil company in San Francisco will also suffer damage, and he will appear to be just another local businessman who was ruined by the disaster.

ZORIN'S SOVIET CONNECTION

Zorin and his accomplice, Dr. Mortner, both worked for the KGB; in fact, they were two of the KGB's chief operatives in Europe during the 1970's. Zorin would often feed the KGB information about Western military oil reserves; he gained this information through his connections in the oil and gas business. After his acquisition of Micro Electronics, Ltd., he began feeding information about the microchip research his firm was involved in.

So, if he was working for them, why did the KGB steal the chip from him? Because Zorin's loyalty was wavering and his superiors sensed it.

Once Zorin started to realize the monetary potential available in the microchip industry, his ego guided him towards independence from the Soviet Union. His plan involving the destruction of Silicon Valley was formulated without consulting the KGB. However, Zorin made the mistake of informing his KGB superiors about the

research on the EMP-resistant chip before fully formulating his plan. Once he realized the value the chip would have for himself, he lied to the KGB about the chip's progress.

The KGB grew suspicious. They had one of their men at Zorin Industries steal the only prototype of the chip in order to check Zorin's information. (Indeed, before purchasing the company, Zorin himself learned much about the firm's work from a KGB agent who worked there. Once he owned the company, the KGB planted several new agents, unknown to Zorin, in the firm just to keep tabs on Zorin.) Zorin realized the chip was stolen by the KGB; he pleaded innocent to his superiors about the lies concerning the chip's progress but owned up to his growing disaffection with Moscow.

The KGB knows M.I.6 stole the chip back and has the dual problem of trying to get it again (this assumes the characters are successful in their mission in Siberia) and deciding what to do about Zorin. Zorin was once one of their most important agents in the West, and they are not so ready to admit to his disaffection that they would kill him outright —yet.

The KGB (mainly in the person of agent Pola Ivanova; see her background in Part II) will become involved in the investigation of Zorin at the yearling sale on Zorin's chateau. Pola will attend that event and will thenceforth track Zorin to San Francisco where she and her accomplices will spy on Zorin much as the characters do. The characters may encounter Pola and her fellow agents a few times. Eventually, the Soviet agents will discover Operation Main Strike, and their actions at that point will depend on their Reactions towards the characters. If they have become Friendly towards the characters, they will offer help. If they are Antagonistic, they will let Zorin alone and see if the characters can stop him. After all, the destruction of Silicon Valley would not be frowned upon by Moscow.

E. Notes on the Adventure

GENERAL COURSE OF THE MISSION AND TIMETABLE

Outlined below is a schedule of what the characters will do to fulfill their mission and what Zorin will be up to during the same time. Note that the characters' mission to Siberia is much like a teaser and that their main investigations do not begin until after their second meeting with M.

Zorin has been ordered to meet secretly with Soviet General Gogol to explain his recent actions. While this meeting is an inconvenience, it does not directly affect the timing of Operation Main Strike. Note that Operation Main Strike may occur on the morning of April 15, if the characters arrive on the 14th and go to the Department of Conservation *that* night.

The actions of the characters is pretty much straight-

forward until they reach San Francisco. Assuming their trip to Siberia is a success, they will meet with M for their second briefing, and then go to Paris to talk with Aubergene. From Paris they should logically go to Zorin's chateau, where they will gather sufficient clues to lead them to San Francisco. Their actions in San Francisco may vary, since they will have several possible leads. You will have to use your judgment to keep them from wandering off in the wrong direction once they are in California. See Part III: E. San Francisco, for more details.

CHARACTERS' SCHEDULE

April 1: Characters fly to Siberia, arriving the morning of April 2.

ZORIN'S SCHEDULE

April 1: Zorin meets with Gogol to discuss the chip and theft.

April 2: Characters find 004 and begin their return, or they continue their search.

April 3-8: Return trip via sub to Alaska.

April 9: Return flight to London.

April 10: Second briefing; characters leave to meet with Aubergene in Paris.

April 11: Characters meet with Aubergene in Paris, and get involved in the chase with May Day. Characters are arrested or interrogated.

April 12: Characters arrive at Zorin's chateau for the yearling sale.

April 13: The yearling sale; possible chase and violent encounter with Zorin.

April 14 or 15: Characters arrive in San Francisco.

April 15: Characters must, by the end of this day, have discovered the general outline of the plot and be traveling to one of the fault locations.

April 16: Operation Main Strike occurs at dawn.

April 2: Zorin flies to San Francisco to meet with Conley about Operation Main Strike.

April 3-8: Zorin at his chateau with May Day.

April 9: Zorin prepares for the yearling sale.

April 10: Zorin on business in Paris; discovers info on Aubergene.

April 11: Zorin decides to eliminate Aubergene; makes arrangements and executes him.

April 12: Zorin returns to chateau to attend to sale and meet with partners.

April 13: The yearling sale; possible chase followed by meeting with partners. Zorin and gang arrive in San Francisco late at night.

April 14: Zorin coordinates three phases of Main Strike with hired men.

April 15: Zorin makes all final preparations for Main Strike; he discovers Stacey's involvement with the characters and decides to kill her and them.

April 16: Operation Main Strike occurs at dawn.

ing relevant game information for the players. Both these props are given to the players during the first briefing with M.

Mission Sheet 2: This sheet contains several visuals of the mini-sub. You should show the players this prop during the first meeting with M, but you should not give it to the players until their characters have rendezvoused with the mini-sub after finding 004.

Mission Sheet 3: The top half of this sheet contains a map of the streets in Paris near the Eiffel Tower. It is used during May Day's escape from the Tower, but you should not tell the players this. Give them the sheet during the second briefing with M or at the Parisian Station House, and tell them it can be used when their characters go to meet Aubergene at the Eiffel Tower. The bottom half of the sheet contains an invitation to the yearling sale at Zorin's chateau. This prop is found on Aubergene's body after May Day assassinates him.

Mission Sheet 4: This sheet contains an area map of Paris. It can be handed to the players during the second briefing with M or given to them at the Station House in Paris. It can be used when the characters first arrive in Paris (either by driving from Calais or by flying into Charles de Gaulle Airport) and when the characters go to Zorin's chateau in St. Remy.

Mission Sheet 5 and 6: These two sheets contain eight pictures of the major NPCs in the adventure. When the characters use the signet ring-camera at Zorin's chateau and have the film developed, hand the players only those pictures of the NPCs they photographed.

Mission Sheet 7: The top part of this sheet is the check that Zorin wrote to Stacey Sutton at his chateau as seen through the ultraviolet reader (see Part III. D. Zorin's Chateau, for more details). The bottom part of the sheet is a business ledger that can be found in the safe at Max Zorin Oil in Oakland, California.

Mission Sheet 8: This is a map of the San Francisco Bay area. It will be useful to the players as their characters gather clues about Zorin's master plan. It should be given to the characters when they reach San Francisco.

Maps: There are a number of maps included in the adventure. On page 17 is an area map of Siberia, showing the location of 004's body, and a display of the snow bridge over the Jena River where 004's body will be found. The center four pages of this booklet contain floorplans and maps of the major locations in the adventure; you can remove these four pages by bending back the staples and removing the pages. In Part V is a city map of San Francisco.

The Gamesmaster Screen contains an area map of the San Francisco Bay area, with the major locations in the adventure noted. The layout of Zorin's chateau and grounds and a floorplan of the chateau are also included on the screen.

PROPS AND MAPS

The Mission Envelope has eight Mission Sheets that contain maps, visuals, and clues for the characters. You will have to cut apart some of the sheets to create individual pieces to give to the players. A description of the props and when to hand them out are given below.

Mission Sheet 1: The top half is a map of the area in Siberia where 004 disappeared. This map is similar to your map of Siberia found on page 17. The bottom half is a visual of the Polaris Indy 600 snowmobile, contain-

Part II: Non-Player Characters



The NPCs presented in the *A View to a Kill* Adventure Module differ in several respects from those in the *James Bond 007* Game. In addition to the characteristics and skills, the NPCs are given idiosyncrasies to help you role play them better and interaction modifiers that will help you determine how the NPC interacts with the characters.

The interactions modifiers are used in conjunction with the rules in the chapter "How to Interact with Non-Player Characters" in the *James Bond 007* Game. The Reaction modifier for each NPC is used when determining the NPC's initial Reaction to a character. The other modifiers (Persuasion, Seduction, Interrogation, and Torture) are cumulative with other modifiers applied to those forms of interaction. Since the interaction modifiers are meant to help you distinguish one NPC from another, you can alter or ignore them as you wish.

Note: *These modifiers apply only when a Player Character is performing interactions rolls on the NPC, never the other way.*

If the players question a very low Ease Factor because of one of these modifiers, you can tell them that the some aspect of the NPC's personality is involved ("She seems friendly" or "He appears moody and distrustful" or something similar). It is recommended that you not tell the players what specific interaction modifier is really being used. Note that, since most of these interaction modifiers are used in conjunction with others, you do not have to tell the players what modifiers you are applying to a roll.

Note: *Many of the enemy NPCs in this adventure are female. Since there is a good chance that Seduction will be attempted on one or more of them, their backgrounds describe how they interact with men. If there are female Player Characters undertaking the adventure, you can make some of these enemy NPCs male. In either case, their backgrounds as described below will help you differentiate the NPCs when you role play them.*

A. Enemies

MAX ZORIN

STR: 9 DEX: 11 WIL: 13 PER: 12 INT: 15

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/16), Charisma (10/23), Cryptography(14/29), Demolitions (12/27), Driving (5/16), Electronics (15/30), Evasion (10/20), Fire Combat (9/20), Hand-to-Hand Combat (11/20), Interrogation (3/18), Piloting (6/17), Riding (15/27), Science (14/29)

ABILITIES: Connoisseur, Photography

HEIGHT: 6'0"

SPEED: 2

WEIGHT: 165 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 38

STAMINA: 30 hours

APPEARANCE: Attractive

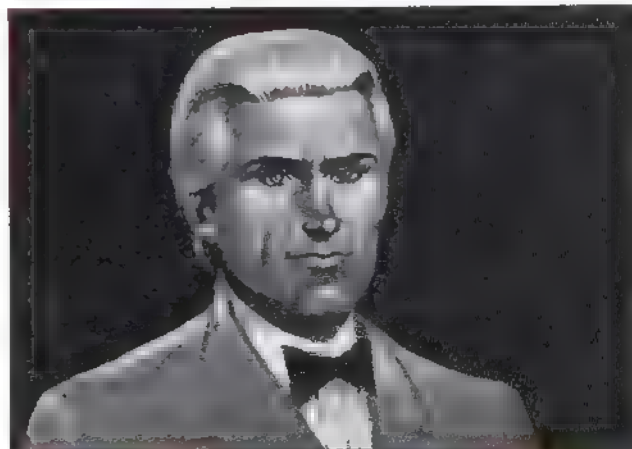
RUNNING/SWIMMING: 40 minutes

FAME POINTS: 6

CARRYING: 101-150 pounds

SURVIVAL POINTS: 10

WEAPON: None



FIELDS OF EXPERIENCE: Biology/Biochemistry, Computers, Economics Business, Fine Arts, Ice Hockey, International Law, Law, Medicine Physiology, Microphotography, Rare Collectibles, Snow Skiing, Tennis, Water Skiing

WEAKNESSES: None

IDIOSYNCRASIES: One eye is blue, the other grey.

INTERACTION MODIFIERS: Reaction (0), Persuasion (-3), Seduction (-3), Interrogation (-5)

BACKGROUND: Max Zorin made his fortune in trading oil and gas; from that he has recently branched out into electronics and high tech. The Western intelligence agencies have no records about him before he defected from East Germany, and they are unaware he has been one of the KGB's most important agents in the West.

Note: Zorin is given few Fame Points because he is not known to foreign intelligence agencies. Thus, while his reputation as a major business magnate is well known, his reputation as a KGB agent outside the Soviet Union is very low.

Max Zorin Enterprises, Inc. (MZE), owns both an oil company in San Francisco (formerly Sutton Oil, now Zorin Oil) and an electronics firm (Zorin Microelectronics) in England. MZE has offices in England, Paris (Zorin's chateau), and San Francisco. Zorin's dummy corporation (Three Strikes Enterprises) owns the silver mine (Main Strike Mine) east of San Jose.

Zorin pretended to flee from Dresden in East Germany to the West in the late 1960's. He speaks five languages fluently (French, English, German, Russian and Chinese). His work for the KGB included sending information about the Western oil reserves to the Soviet Union.

He recently conceived of Operation Main Strike (as he is calling his Silicon Valley operation) and has not, as of yet, informed the KGB of his plans. To finance the plan, he has formed an association of fellow energy moguls. They will, through Zorin's coercion and blackmail, supply Zorin with working capital until the profits from his microchip monopoly begin to flow in.

He has a very close and unique relationship with Dr. Mortner. Mortner was a doctor working on genetic research for the Soviets (see Mortner's background for details). Zorin is a "product," so to speak, of that research. Zorin is the result of an attempt to create a superior race of men. His physical and mental abilities are unnaturally better than the average person.

Zorin's unique genetic background has a flaw, however; his emotional makeup is not stable at all and he could be classified as an extreme egomaniac. Because of his genetic makeup, Zorin has a psychotic personality, which often leads to irrational outbursts of emotional energy followed by long periods of exceptional calm.

His confidence, both in his own ideas and his ability to realize them, is limitless. As a result, Zorin has an arrogance that he constantly tries to mask with the trappings of the nouveau riche. He has surrounded himself with people whom he considers worthy of his help; these include the other genetic "children" of Mortner (Pan Ho and Jenny Flex) and the unique May Day. However, he considers any of his employees completely expendable towards furthering his own ends.

Zorin pretends a "love" of sorts for May Day, knowing it strengthens her feelings of loyalty to him. He would, however, gladly sacrifice her for his own gains.

MAY DAY

STR: 12 **DEX:** 15 **WIL:** 8 **PER:** 12 **INT:** 7

SKILLS (SKILL LEVEL PRIMARY CHANCE)

Charisma (8/16), Demolitions (3/10), Driving (12/25), Electronics (2/9), Evasion (14/27), Fire Combat (10/23), Hand-to-Hand Combat (14/26), Interrogation (1/8), Mountaineering (4/14), Piloting (4/17), Riding (6/16), Science (1/8), Seduction (10/18), Sixth Sense (9/18), Stealth (10/18), Torture (2/9)

ABILITIES: None

HEIGHT: 5'10"

WEIGHT: 135 lbs

AGE: 30

APPEARANCE: Striking

FAME POINTS: 10

SURVIVAL POINTS: 10

SPEED: 3

HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 151-210 pounds

WEAPON: None

FIELDS OF EXPERIENCE: Football

WEAKNESSES: Attraction to Members of the Opposite Sex; Sadism

IDIOSYNCRASIES: Has a very bizarre appearance at all times

INTERACTION MODIFIERS: Reaction (5), Persuasion (4), Seduction (0), Interrogation (-3)

Note: Any apparently successful Seduction of May Day will not actually be successful in terms of changing her loyalty or obtaining information from her. May Day has an animalistic appetite for physical contact, but a normal capacity for



emotional commitment. The only point at which Seduction would become a viable interaction option with her is if she discovers Zorin's true feelings towards her (detailed above). But at that point in the adventure (in San Francisco), there will be very little time for shifting her loyalties.

BACKGROUND: Zorin discovered May Day working as a lion tamer in a circus. She had previously felt herself a social outcast, too bizarre for normal human interaction. But in Zorin she felt she had finally met someone as bizarre as herself (indeed she has), but she has never made any real progress in the relationship beyond the

physical aspect (which is quite satisfying for both).

May Day is American, born on the 1st of May in Gary, Indiana. Her parents worked for Gus Hall and the Socialist Workers Party, but May Day had no special political affiliations. May Day is not her real name, which she prefers to keep secret. The rest of her background is a mystery. Her ability to interact with other

people is somewhat limited, since she prefers actions to words. She is very intelligent, however, and not easily duped.

May Day knows that Zorin is planning something in the San Francisco Bay area, but she does not know the details (she does not care what it is as long as it does not affect her personally).

DR. CARL MORTNER

STR: 6 DEX: 7 WIL: 13 PER: 8 INT: 15

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (11/24), Disguise (8/23), Driving (2/9), Electronics (13/28), Fire Combat (1/8), Interrogation (10/25), Local Customs (1/9), Piloting (3/10), Science (15/30), Torture (14/28)

ABILITIES: Connoisseur, Photography

HEIGHT: 5'9"	SPEED: 1
WEIGHT: 175 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 68	STAMINA: 30 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 63	CARRYING: 101-150 pounds
SURVIVAL POINTS: 2	WEAPON: None

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Chemistry, Computers, Medicine Physiology, Toxicology

WEAKNESSES: Greed; Sadism

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-3), Seduction (+1), Interrogation (+1)

Note: Mortner's Fame Point total is used to recognize him as Hans Glaub

BACKGROUND: Mortner (whose real name is Hans Glaub) is an ex-Nazi who began experimenting in genetic engineering and use of steroids under Hitler's regime. At the end of the war he escaped to the Soviet Union, thinking they might appreciate his talents more than the Allies. He worked extensively with steroids and the genetic manipulation of unborn babies in an attempt to produce



more perfect humans (this was related closely with his work for the Nazis).

The prize specimen of Mortner's experiments is Max Zorin. He raised Zorin and has been an emotional "father figure" to him; in recent years he has become Zorin's partner. Both Mortner and Zorin became KGB agents and were allowed to "defect" to the West. They have since organized a small group of Mortner's other gene-children to further their own aims. These "super-men" form the core of Zorin's organizations.

Mortner will appear a kindly old gentleman, seemingly very harmless. However, if the characters succeed in preventing Zorin from completing Operation Main Strike, and especially if Zorin is killed by the characters, Mortner will first try to fulfill Zorin's plans and then later attempt to assassinate the characters to exact his revenge. Mortner knows all the details of Zorin's plans.

SCARPINE

STR: 8 DEX: 7 WIL: 6 PER: 9 INT: 4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Demolitions (6/10), Driving (11/19), Electronics (6/10), Evasion (9/16), Fire Combat (10/18), Hand-to-Hand Combat (10/18), Lockpicking and Safecracking (9/16), Pickpocket (9/16), Piloting (2/10), Riding (2/9), Stealth (8/14), Torture (7/12)

ABILITIES: None

HEIGHT: 5'8"	SPEED: 2
WEIGHT: 165 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 26	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 32	CARRYING: 101-150 pounds
SURVIVAL POINTS: 4	WEAPON: Ruger Blackhawk .44

FIELDS OF EXPERIENCE: Ice Hockey

WEAKNESSES: Acrophobia

IDIOSYNCRASIES: Has a nervous tic in the corner of his left eye, has a large scar on his left cheek

INTERACTION MODIFIERS: Reaction (-1), Persuasion (0), Seduction (+1), Interrogation (+1)

BACKGROUND: Scarpine is simply a hired thug. His



family was connected with organized crime in Italy, but the ruling "family" executed all the members of his "family" except him (he carries an ugly scar on his cheek as a souvenir of his escape). He managed to get away while a teenager and fled to France, where he tried to eke out a living as an itinerant grape crusher. His youthful interest in horses finally landed him the job as

a groom at Zorin's chateau. Since then, he has risen to the title of chief bottlewasher (he is Zorin's muscle for jobs too boring for May Day).

Scarpine is very quiet, but has a very explosive and violent temper when wronged or wounded. He is ruthless and full of cunning when in a fight, and he should not be

played as a dumb lout in these situations. At other times, however, his lack of native intelligence causes Zorin some embarrassment, and Scarpine is on the verge of unemployment.

Because of Scarpine's limited intelligence, Zorin has told him nothing of his plans.

JENNY FLEX

STR: 7 DEX: 6 WIL: 8 PER: 7 INT: 9

SKILLS (SKILL LEVEL PRIMARY CHANCE)

Charisma (8/16), Driving (4/10), Electronics (5/14), Fire Combat (3/9), Hand-to-Hand Combat (4/11), Interrogation (1/10), Piloting (4/10), Riding (7/14), Science (2/11), Seduction (10/18), Stealth (10/18)

ABILITIES: None

HEIGHT: 5'9"

SPEED: 1

WEIGHT: 115 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 24

STAMINA: 28 hours

APPEARANCE: Sensational

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 5

CARRYING: 101-150 pounds

SURVIVAL POINTS: 2

WEAPON: Beretta .25

FIELDS OF EXPERIENCE: Chemistry, Computers, Political Science

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (-3), Persuasion (-3), Seduction (-3), Interrogation (-3)

BACKGROUND: One of Mortner's genetically programmed children, Jenny belongs to Zorin's "super-man" group. Her tastes in men are extremely varied: any liaison with a man will often have ulterior motives besides pleasure.

Born (as were all members of the "super-man" group) in the Soviet Union, she joined up with Zorin a



few years ago, along with Pan Ho. She carries a stoic expression on her face in direct contrast to her beauty. She is fiercely loyal to Zorin, and occasionally becomes his partner if May Day is on a mission. She will be very cold to the characters, but may surprise them by agreeing to a liaison. This liaison will be a memorable experience since Jenny is a hedonist of the first rank. She will not be able to reveal any of Zorin's plans, since she has not been informed of them.

PAN HO

STR: 5 DEX: 12 WIL: 6 PER: 6 INT: 7

SKILLS (SKILL LEVEL PRIMARY CHANCE)

Charisma (3/9), Driving (1/10), Fire Combat (2/11), Hand-to-Hand Combat (4/9), Lockpicking and Safecracking (3/15), Pickpocket (2/14), Riding (8/14), Seduction (5/9)

ABILITIES: Photography

HEIGHT: 5'2"

SPEED: 2

WEIGHT: 97 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 22

STAMINA: 28 hours

APPEARANCE: Attractive

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 3

CARRYING: 60-100 pounds

SURVIVAL POINTS: 1

WEAPON: Beretta .25

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, International Law, Political Science

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (+1), Seduction (+2), Interrogation (+2)

BACKGROUND: Another of Zorin's "super-man" corps created and nurtured by Mortner, Pan Ho is of Mongolian heritage. She imparts a sensation of the inscrutable Orient. Her loyalty to Zorin is not as unshakeable as Jenny Flex's, and through her the characters may be able



to gather information on Zorin. She will appear, however, to be as unresponsive as Jenny, and in all overt respects these two should be treated as a matched pair.

She does know that Zorin's plan involves a scheme in San Francisco. A successful Seduction may change her Reaction toward them; if her Reaction becomes Friendly

or better, she will reveal that Zorin has had difficulty obtaining the permits for some mining operations from the Department of Conservation in San Francisco.

When the chips are down, however, her true loyalty resides with Mortner, and she will fight the characters to the death if his life or aims are threatened.

BOB CONLEY

STR: 7 **DEX:** 6 **WIL:** 3 **PER:** 3 **INT:** 4

SKILLS (SKILL LEVEL PRIMARY CHANCE)

Demolitions (4/8), Driving (3/7), Electronics (3/7), Evasion (1/7), Fire Combat (3/7), Hand-to-Hand Combat (2/9), Lockpicking and Safecracking (1/7), Safecracking (1/7), Piloting (2/6), Science (6/10)

ABILITIES: None

HEIGHT: 5'6"	SPEED: 1
WEIGHT: 175 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 37	STAMINA: 24 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 10 minutes
FAME POINTS: 0	CARRYING: 101-150 pounds
SURVIVAL POINTS: 0	WEAPON: Smith & Wesson 38

FIELDS OF EXPERIENCE: Chemistry, Computers, Economics, Business

WEAKNESSES: Dependence on Liquor

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (+1), Persuasion (-2), Seduction (0), Interrogation (+3)

BACKGROUND: Born and raised in Dallas, Bob Conley comes from a family that has been in the oil business for years. He learned the ins and outs of that field at an early age and has probably forgotten more about getting crude oil out of the ground than Zorin will ever learn. His life in the oil business would have been secure except that one unfortunate incident in his career ruined his life.

While working for a major oil company in the Middle East, Conley became involved with the black market. His involvement grew to the point that he fell



deeply into debt. His "friends" in the black market put him in touch with a safecracker who taught him the basics of the craft, and Conley tested his new ability on his boss' safe. He was caught. That same day some workers were killed trying to put out a well fire during his shift. Rather than accuse Conley of stealing, his boss blamed him for the well accident, thus offering an excuse for firing Conley and ruining his career at the same time.

Since then, Conley has only been able to work for shady characters in unsavory situations. Zorin is not the first to use Conley and will not be the last. However, Conley's loyalty is, first and foremost, to himself.

Conley knows of Zorin's plan to blow up the Main Strike Mine, but he thinks it is for the insurance money. He knows nothing of the overall plan.

B. Allies

STACEY SUTTON

STR: 5 **DEX:** 6 **WIL:** 10 **PER:** 7 **INT:** 3

SKILLS (SKILL LEVEL PRIMARY CHANCE)

Charisma (8/18), Driving (8/14), Fire Combat (1/7), Local Customs (4/11), Piloting (3/9), Riding (4/12), Science (9/18), Seduction (2/11)

ABILITIES: Connoisseur

HEIGHT: 5'7"	SPEED: 1
WEIGHT: 105 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 31	STAMINA: 28 hours
APPEARANCE: Sensational	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 35	CARRYING: 60-100 pounds
HERO POINTS: 4	WEAPON: None

FIELDS OF EXPERIENCE: Botany, Chemistry, Computers, Economics, Business, Golf, Law, Rare Collectibles, Snow Skiing, Water Skiing

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (+2), Persuasion (+2), Seduction (+2), Interrogation (+3), Torture (+4)



BACKGROUND: Stacey Sutton is the daughter of Maurice F. Sutton, a California oil magnate. She greatly admired her father and took business courses in school so she could take over his company one day.

Her dream never came to pass because Sutton Oil, her father's company, was bought out in a rigged proxy

fight by Max Zorin two years ago. The heartbreak of losing the company he had worked at for years broke Sutton's will and he died shortly after. Stacey is now a member of the Board of Directors at Zorin's request (but in title only, of course).

She is beginning to suspect that some of the methods Zorin uses in his business dealings are irregular, if not totally illegal. She has been nosing around at the Department of Conservation in San Francisco (where she has a job), but has been unable to discover anything unusual.

Zorin has made an offer to buy her off to the tune of \$5,000,000 in hopes that she will stop any and all legal proceedings against him for his takeover of her father's company. She is desperately in need of money, since the legal battle has drained her resources. She does not suspect Zorin of planning anything as dastardly as the deaths of millions of innocent people, and so, as the adventure

opens, she is unsure whether or not to take his offer of money.

She is smart and resourceful, but lacks self-confidence. Zorin has simply overmatched her.

Her major weakness is for fast cars. She owns a red Ferrari 308GTB, the last memento of the days when her father still owned Sutton Oil. The Ferrari has the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
+2	3	85	140	190	2	6

Note: Apply a +1 Ease Factor modifier to Quick Turns and Double Backs.

Sutton lives alone in her father's house, Whitewood Grounds, in Hillsborough, California (see Part III: E. San Francisco, for details). She has no emotional ties to anyone.

POIA IVANOVA

STR: 8 DEX: 12 WIL: 14 PER: 12 INT: 12

SKILLS (SKILL LEVEL PRIMARY CHANCE)

Boating (8/20), Charisma (12/26), Cryptography (7/19), Disguise (10/22), Diving (8/18), Driving (12/24), Electronics (10/22), Evasion (6/16), Fire Combat (10/22), Gambling (8/20), Hand-to-Hand Combat (8/16), Interrogation (4/16), Local Customs (4/16), Piloting (12/24), Riding (4/17), Seduction (14/27), Sixth Sense (10/22), Stealth (8/22)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'8"	SPEED: 3
WEIGHT: 125 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 35	STAMINA: 32 hours
APPEARANCE: Sensational	RUNNING/SWIMMING: 45 minutes
FAME POINTS: 77	CARRYING: 101-150 pounds
HERO POINTS: 8	WEAPON: H&K VP 70

Note: If you own the Q Manual, you can arm her with a Tula Tokarev instead.

FIELDS OF EXPERIENCE: Board Games, Computers, Fine Arts, Forensics, International Law, Jewelry, Microphotography, Political Science, Rare Collectibles, Snow Skiing, Tennis, Water Skiing

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (+1), Persuasion (0), Seduction (+1), Interrogation (-2), Torture (-3)

BACKGROUND: A former dancer with the Bolshoi Ballet, Ivanova has been a KGB agent since her early twenties. By the age of 30, her days as a prima ballerina were over, and she dropped that cover to become a full-time KGB operative. During a ballet tour in London, she was assigned to seduce James Bond in order to gain information from him. The seduction was a success, but Bond did not reveal anything of Soviet interest. Pola and Bond became romantically linked for a short time, broken up only by their ideological differences and the vagaries of the Bolshoi tour.

She is one of the highest ranking female KGB agents, second only to Anya Amasova.

Ivanova has been assigned to discover what Zorin is planning and to determine his future with the KGB. She will enter the adventure at Zorin's chateau outside of



Paris where she will be a guest at his yearling sale (undercover, of course). The characters will have a chance to meet her there, but she will not at that point tip her hand as to her background, what she is up to, etc.

Note: Remember to perform Fame rolls for both her and the characters if they meet at the party.

She will show up again in San Francisco and may meet up with the characters there. Depending on their Interactions and Reactions (both here and in Paris), she may team up with the characters to help solve the case and save Silicon Valley. If the characters and Pola get off on the wrong foot, however, she will simply lay back and watch, remaining neutral while the characters try to stop Zorin.

Pola is a warm, beautiful woman with a good heart and an even keener mind. Her ultimate loyalty is to the Ukraine and the steppes of her homeland. She is a Russian down to the depths of her soul; when making decisions for her, she will *always* do what is best for her homeland.

Ivanova may not appear in the adventure. She is to be used as you see fit.

KIMBERLY JONES**STR: 7 DEX: 8 WIL: 8 PER: 6 INT: 10****SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Boating (5/12), Charisma (4/12), Cryptography(4/14), Driving (7/14), Electronics (4/14), Evasion (4/11), Fire Combat (5/12), Hand-to-Hand Combat (9/16), Lockpicking and Safecracking (8/16), Mountaineering (4/11), Pickpocket (4/12), Piloting (7/14), Seduction (1/7), Sixth Sense (5/13), Stealth (6/14)

ABILITIES: Connoisseur, First Aid, Photography**HEIGHT:** 5'8"**SPEED:** 1**WEIGHT:** 122 lbs**HAND-TO-HAND DAMAGE CLASS:** A**AGE:** 24**STAMINA:** 28 hours**APPEARANCE:** Sensational**RUNNING/SWIMMING:** 25 minutes**FAME POINTS:** 27**CARRYING:** 101-150 pounds**HERO POINTS:** 5**WEAPON:** Walther PPK**FIELDS OF EXPERIENCE:** Computers, Forensics, Golf, International Law, Jewelry, Law, Political Science, Rare Collectibles, Snow Skiing**WEAKNESSES:** Fear of Spiders**IDIOSYNCRASIES:** None

BACKGROUND: From the Shepherd's Bush in West London, Kimberly grew up a poor girl who had an avid interest in athletics. She trained intensely for many years as a runner until a knee injury forced her to abandon competition. Contacts she made through the Olympic committee allowed her to apply for work in the government. She showed an aptitude for high-pressure assignments of



a physical nature, and she was enrolled in the M.I.6 training program.

A Rookie-rank character, she will pilot the mini-sub which picks up the characters after their Siberian exploration. If only one character is going on the assignment, she may accompany him on the trip (in which case you can substitute Mary Goodnight as the pilot in the sub). If she does go with the character, it will be her first field assignment in a hostile environment; you should play up her natural apprehension.

Otherwise, she is an unremarkable girl, though very pretty.

TIBBETT**STR: 9 DEX: 12 WIL: 14 PER: 15 INT: 10****SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Boating (10/23), Charisma (6/20), Cryptography(12/22), Disguise (12/22), Driving (10/23), Evasion (8/18), Fire Combat (10/23), Gambling (8/23), Hand-to-Hand Combat (7/16), Local Customs (12/27), Lockpicking and Safecracking (8/20), Pickpocket (10/22), Piloting (7/20), Riding (15/29), Seduction (8/18), Sixth Sense (4/16), Stealth (10/24)

ABILITIES: Connoisseur, First Aid, Photography**HEIGHT:** 5'2"**SPEED:** 3**WEIGHT:** 122 lbs**HAND-TO-HAND DAMAGE CLASS:** B**AGE:** 42**STAMINA:** 32 hours**APPEARANCE:** Good Looking**RUNNING/SWIMMING:** 45 minutes**FAME POINTS:** 86**CARRYING:** 101-150 pounds**HERO POINTS:** 8**WEAPON:** Walther PPK**FIELDS OF EXPERIENCE:** Cricket, Economics/Business, Fine Arts, Football, Forensics, Golf, Jewelry, Law, Rare Collectibles, Snow Skiing, Squash, Tennis, Toxicology**WEAKNESSES:** Close Personal Tie; Gambling**IDIOSYNCRASIES:** Very close to his mother

BACKGROUND: Tibbett joined M.I.6 after a short-lived career as a jockey. In school he was always very athletic but infected with an unwarranted sense of self-esteem — he felt the rest of the world owed him something because of his abilities. After injuring an ankle during a steeplechase, his career as a rider was over. Finding employment for ex-jockeys scarce, he let his feelings of frustration and anger lead him into involvement with a small group of thieves who were looking for a second-story man



Inexperienced but very willing, able and physically fit, Tibbett was quite successful for a while, but he was eventually apprehended by Scotland Yard. Fortunately for him, Tibbett had attended Harrow with Walter Cobbett, who by this time had joined Q Branch (see the *Q Manual* for Cobbett's background). Cobbett heard of Tibbett's escapades, remembered him from school, and thought he might make a good candidate for the Investigations and Enforcement Branch. He did, and Tibbett joined M.I.6 in 1971.

Tibbett is a jocular fellow, a good steady agent, and has a damned suave way with the ladies. Unperturbable, he has proved his worth to M.I.6 time and time again. He has not attained "00" status, simply because his predilection is for detective work rather than glamorous field assignments.

Part III: Places and Events



A. Siberia

As described in Part I: B. Briefing for the Characters, the characters must fly to Anchorage, where they will be transported by plane to any location along the Jana River and paraded with their equipment and the Polaris snowmobile. They must find 004 and retrieve the microchip. They must then fight off the Soviet KGB agents who will attempt to kill them and take back the chip. They will successfully complete the mission by rendezvousing with the mini-sub somewhere along the river and escaping.

Designer's Notes: *This portion of the mission can be the most dangerous. It is designed to be so. If you disagree with the difficulty of this section, you can make it less challenging by reducing the number of KGB agents the characters encounter, by giving more clues to 004's location, or by moving 004's body so that it will more easily be found by the characters.*

Carefully evaluate your players' expertise as well as their characters' statistics to determine how dangerous you want this section to be. It was designed to test the characters' (and players') skills to the utmost. If you feel there is too much danger too soon in the adventure, make it easier. Any decision you make on this section will not have adverse effects on the rest of the adventure.

The action in this location has been set apart from the rest of the adventure by a delay of a few days (see the Mission Timetable in Part I: D. Notes on the Adventure) so that you can justify the creation of any new Player Characters should any fatalities occur in the Soviet Union. If any characters die in Siberia, replace them with new characters and continue the mission. If all the characters die, it is assumed they have failed in their attempt to return the microchip to England. This eventuality will be dealt with in the Part III: B. The Second Briefing.

GETTING THERE

The characters will be flown from Anchorage in a modified SR-71A (an extremely fast jet that is radar resistant; see the *Q Manual* for more details) and paraded at any location they desire along the Jana River between Ust-Jansk and Werchojansk. The paraded is accomplished by an Ease Factor 5 Piloting roll (for each character), using a Base Time of 30 minutes. The Quality Rating will determine how long it took the characters to land, unpack and check equipment; hide the parachutes and equipment containers; and generally get ready to travel. Failure has no adverse effects except to add more time.

Examine your map of the area of Siberia along the Jana River valley (see page 17). The location of 004 is located on the map. You should not give the players any "hint" as to 004's placement. If they are thinking, they will ask questions along the lines of the ones listed in their first briefing with M; if they do not ask the right questions, their assignment will be that much harder.

The drop will place the characters wherever they wish. They will be given a copy of the Siberia map during their briefing, and they should tell you the exact location of their drop.

It will be 5:30 A.M. when they land. It will be best if the characters have prepared for night operations. Any equipment they have chosen which will enhance their ability to operate in the cold or dark should be taken into account by you when reading the following sections.

If they have not prepared for the dark, penalize any tasks they may attempt which normally needs clear sight (such as PER rolls) by a -5 Ease Factor modifier. It will not be dawn until 9:00 A.M., because of the time of year and the latitude.

If the characters have gathered as much information as they can during their briefing, they should have a reasonable estimate of 004's location. Once they have landed, you will have to guide them as to what they see during their search.

THE ENVIRONMENT

The area of the search is in the Kular mountain range; it is a very rugged, wintry, almost-arctic environment. There are no leaf-bearing trees this far north and very little brush. The few trees that do dot the countryside are conifers. The Jana River has cut a fairly steep ridge line into this terrain. If the characters follow the iced-over river itself, they will find the going fairly easy. If they attempt to go off the river, they will only be able to traverse the terrain immediately adjacent to the river, and even then only by making a successful Driving roll every hour (to simulate possible accidents). If they wish to travel from the top of the ridge down to the river, a Trick maneuver (-1 Ease Factor modifier) is required while on the Polaris and a Mountaineering roll if the characters are on foot.

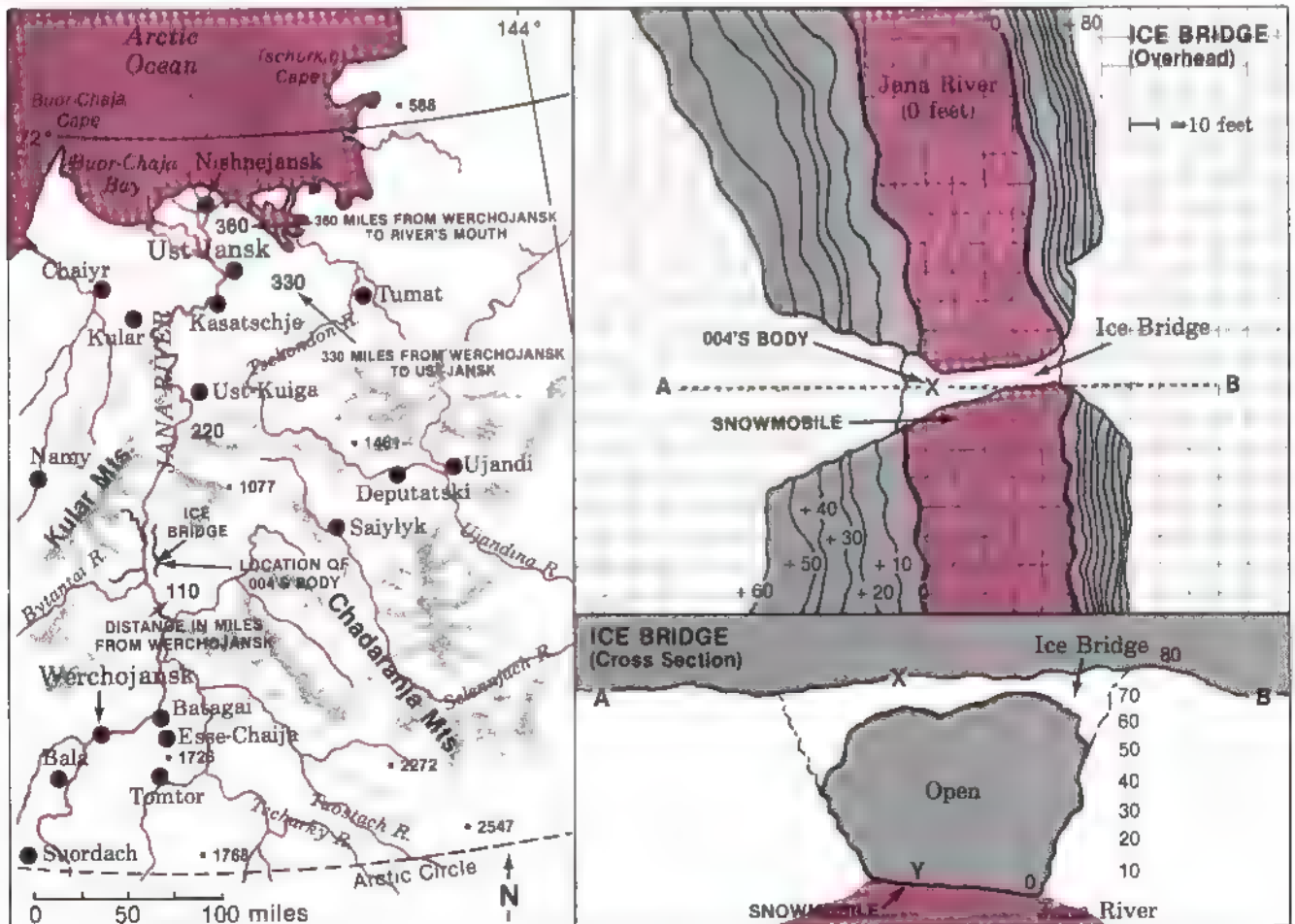
Check the topographical map of the Ice Bridge area on this page. It will give you a feel for the type of terrain immediately around the river. This ridge line slopes down towards the river mouth, so if the characters land north of the ice bridge, the land should be fairly flat with mountains in the distance; if they land south of the

bridge, the terrain will be as rough, if not rougher, as the area around the bridge.

There will be snow and ice wherever the characters look. Within the last 24 hours six inches of snow has fallen. There will be no snow falling while the characters are searching unless you feel particularly fiendish. The falling snow would give additional Ease Factor penalties to any PER rolls.

During the night, the temperature will reach -20 F, while during the day it will rise to +5 F. The wind will be from the north and will vary from 5 to 20 m.p.h. Thus, the wind chill factor will range from 1 F to -68 F. The effects of this cold are:

1. The guns will have their jamming range increased: pistols by 1 and machineguns by 3 (thus, the Ingram M11's jam range is 92-99).
2. If any part of a character's bare skin is exposed to the cold for longer than 5 minutes, he will take a Light Wound. Exposure for more than an hour will yield a Heavy Wound, and exposure for more than 2 hours will kill the person.
3. If anyone is wounded in combat and fails his Pain Resistance roll *three* times in a row, he will not be able to get up since the cold has stiffened his muscles. Any weapon dropped because of a wound or for any other reason becomes unusable.



The Jana River is completely iced over from Ust-Kuiga south as are all the tributary rivers. North of Ust-Kuiga, the river breaks up into ice floes because of shipping and river traffic; the mini-sub will not be able to go further south of that point.

Give the characters a PER roll every 20 minutes while searching in order to let them notice anything of interest. What they will notice depends entirely on where they land and where they decide to search. You should give them things to notice and investigate so that the mention of the ice bridge does not stand out too much. Some ideas include.

1. A recent avalanche along the river line.
2. A snow-covered boulder, tree branch, and the like, which looks enough like a body to warrant investigation.
3. Tracks made by a snowmobile heading in the direction of the body but then fading out (these have been made by the Soviet search party, not by 004; his tracks have been covered by the snowfall).
4. Another ice bridge, similar to the one where 004 is but without the body.

You can add any other sights you feel might be appropriate to the location.

These PER rolls should be made at least every 20 minutes and also at odd times in between to throw the players off the track. This way, when they approach the ice bridge (see below), the extra rolls they make at this point will not indicate anything out of the ordinary.

Your copy of the Siberia map indicates exactly where 004 died (see his story below). You can determine how much time it takes the characters to reach the ice bridge by dividing the distance they travel by their average speed (in miles per hour) on the Polaris. You will need to modify this time by their stopping to search areas.

Their speed depends on the amount of daylight and the care they show in their search. Certainly, they should average no more than 25 m.p.h. if they wish to search carefully. For every 10 m.p.h. above 25, give the characters a -1 Ease Factor on their PER rolls.

FINDING 004

004 met his end on the ice bridge (see the diagram of the bridge on page 17). He tried to traverse the bridge, figuring to erase his tracks on its sheer surface bridge (he knew the KGB was after him). He did not make it. His snowmobile slipped out from under him and fell to the river below. 004 broke his ankle in the accident and died on the bridge rather quickly from exposure. His Scarab continued to send its signal, but ceased transmitting after a few hours.

The snowmobile fell to the river and lodged in the surface of the ice. It created a fairly large crack, and this will be a visual clue for the players as to 004's actual location.

004 will not be found unless the characters come within 50 feet of his body. At a distance of 200 feet, they will be able to see (with a successful PER roll, of course) the snowmobile lying on the river. Within 50 feet of the

snowmobile, they will be able to see it even without a PER roll (unless it is dark, of course; in that case give them a PER roll with a modifier for the darkness).

There are two ways to see the body: either by climbing up on the ridge and succeeding at a PER roll while looking out over the bridge, or by actually crossing out onto the bridge (which will pass for the PER roll). The body will be covered by the new snowfall and will be essentially invisible otherwise.

The ice bridge is shaped like a slightly flattened paper-towel tube and has about an 8 foot diameter. It is very slippery and dangerous to move on because of the ice and the new snow. Traversing out onto the bridge requires a Driving roll (-3 Ease Factor modifier) on the Polaris or a DEX roll (-2 Ease Factor modifier) if walking. Failing the roll means the Polaris or the person slips and falls to the river below. If the Polaris is being driven onto the bridge and starts to fall off, the character can attempt to jump off the Polaris onto the bridge by succeeding at a DEX roll (-4 Ease Factor modifier). Failure on this roll means he falls off the bridge along with the snowmobile.

Finding the Microchip: 004 has the microchip in a locket around his neck. The characters will not know this. The body (lying face up) itself has melted slightly into the bridge and is unmovable.

Give the character searching the body a PER roll with a Base Time of 5 minutes. On a failure, he finds nothing. On a Quality Rating of 4, 3, or 2, he finds all of 004's personal possessions (locket, watch, rings, bracelet, wallet, cyanide pill, and knife) but does not know exactly where the chip is (or even if it is there at all). On a Quality Rating 1, he finds the locket, opens it, and discovers the chip. There are no other papers or items related to the chip on his person. If you feel the characters would look for the locket automatically (because of the movie), you can change its location or the hiding place. When there is more time available, the characters can carefully examine all the items on

THE KGB

The KGB agents will appear when the characters are within 10 miles of 004's body. They will be following the characters, about a mile behind them, searching for 004. They do not know about the characters at all, and will be traveling 10% faster than the characters (thus catching the characters in about 10 minutes; be flexible as indicated below). The first notice the characters will have of being followed is when they either slow down or stop to examine something; they will hear the sound of the Soviet helicopter following them.

Ideally, the effect you want to create here is that the Soviets are hot on the characters' trail just as they find 004. Thus, for instance, when the characters are examining 004's body on the ice bridge, they would turn and see the Soviet snowmobiles and the helicopter coming over the ridge, as it were. You want to orchestrate this encounter for maximum possible pressure and excitement



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for the players. The helicopter should reach the characters in 10 rounds from when they first see it and the snowmobiles in 15 rounds. If you feel the characters have too much of an edge or head start, have the helicopter coming from the south and the snowmobiles from the north. The Soviets will see the characters and will immediately be prepared for a chase and capture.

If the characters are hidden and let the Soviets examine the body, they will see the Soviets find the chip and take it to the helicopter to return it to the facility. The characters must, at this point, take some action or the chip will be lost.

The Soviets' priorities are, first, to find 004's body and discover the microchip and, second, to capture the characters.

There will be no doubt in the Soviets' minds who the characters are or what they are up to. They will not hesitate to use force to get what they want. These NPCs are not the typical low-intelligence Bond adversaries; you should play them as first-class agents who have a plan and use intelligent tactics against the characters.

There are 10 (13 if there are two characters) KGB agents; 2 (3 if two characters are present) in the helicopter and the remainder on snowmobiles. They have the following game statistics:

KGB AGENTS

STR	DEX	WIL	PER	INT
7	6	6	8	7

FIRE COMBAT PRIMARY CHANCE: 12

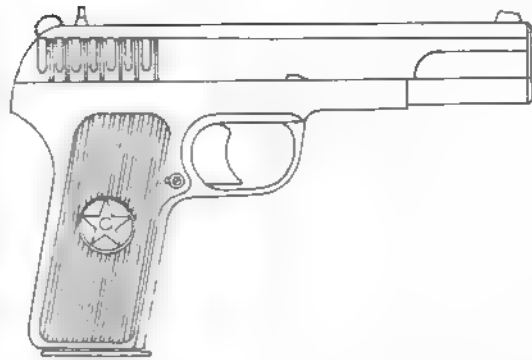
HAND-TO-HAND PRIMARY CHANCE: 10

DRIVING PRIMARY CHANCE: 15

PILOTING PRIMARY CHANCE: 20

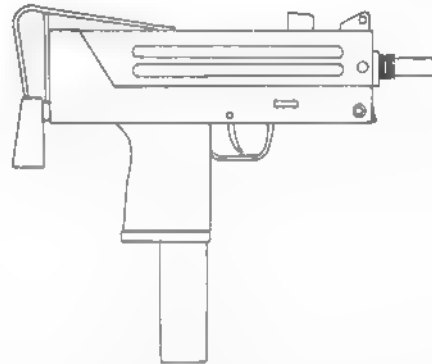
EVASION PRIMARY CHANCE: 15

SPEED: 1



Each is armed with Tula Tokarev hand gun, which has the following Attributes:

PM	S/R	AMMO	DC	CLOSE	LONG
-1	2	8	G	0-3	7-20
CON	JAM	DRAW	RL		
0	97-99*	0	2		



There is one agent on each snowmobile (and a third agent in the helicopter if there are two characters) armed with Ingram M11 submachineguns, which have the following Attributes:

PM	S/R	AMMO	DC	CLOSE	LONG
0	10	30	I	0-6	25-50
CON	JAM	DRAW	RL		
+2	92-99*	-1	2		

Note: The Jam ratings for the Tula Tokarev pistol and the Ingram M11 submachinegun are different from those presented in the Q Manual. You can assume that, as explained in "The Environment," above, the cold has affected these weapons. The armament of the KGB agents is inferior to that of the characters in quality (definitely not quantity). The characters should be encouraged to take advantage of this difference in quality.

The Soviet snowmobile carries two passengers and has the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	20	45	75	1	3

The Soviet helicopter can carry up to four passengers and is equivalent in all respects to the American Bell AB47G; it has the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	120	105	210	1	3

Once the KGB agents see the characters, they will split their forces up; the snowmobiles will head for the characters and the helicopter for the body of 004. Once it has been established that 004 no longer has the microchip, all efforts will be directed toward the characters.

If the Soviets are being badly beaten but the helicopter is still operational, one of the passengers may call for reinforcements. This action should, if the characters are close by, be obvious enough to allow the characters the chance to stop it. If their attempt fails, the called-in reinforcements will consist of another party identical to the first, heading downstream from Ust-Jansk. It is up to you to create and resolve that encounter, if it occurs.

THE RENDEZVOUS WITH THE MINI-SUB

This submarine will be piloted by Kimberly Jones (unless she is in the search party, in which case it will be piloted by Mary Goodnight). After picking up the characters, the sub will head back to Alaska.

The rendezvous will occur whenever the sub and the characters are together. The sub will be camouflaged (a fake iceberg is attached to the roof of the sub). Since the characters cannot communicate with the sub, they will have to trust the sub to recognize their signal from the tracer and open up the top hatch for them. In this regard,

they must have the tracer with them or the sub *will not* open up, since the pilot will not know they are there.

Once the characters are aboard the sub, they are safe. Even if the KGB has followed them to their rendezvous point, they will not be able to stop the sub. The mini-sub is protected by anti-sonar devices that will mask it during its return voyage.

THE LOCAL PEOPLE AND DISTRICT

The governmental district is called Jano-Oimjakonskoje, if anyone asks. Other than the KGB agents searching for 004, the characters should never meet anyone else. If the characters enter any of the towns, you will need to invent more local KGB and citizens to chase after them. Entering a town should result in the characters' capture and incarceration.

Werchojansk (where the Dulgalach and Sartang rivers meet to form the Jana River) has a population of 10,000 people. This is where the Russian microchip factory is located, but it is not expected that you will have to play any action there. If you do, you will have to invent the town's layout and the map of the factory. The only way it might come into play is if the characters do not find 004 and assume they must then go back to the factory. In this event, assume the Soviets have found 004 and recovered the microchip.

B. The Second Briefing

There are two possible circumstances that will be in effect when giving this briefing: first, the characters were successful and the microchip was returned; second, the characters were unsuccessful and the microchip is still in Soviet hands, and the original characters may be dead or captured.

If the characters were successful, the briefing can be given as outlined below. If they were unsuccessful, you must have the players generate new characters and treat the briefing below as if it was being given to first-time characters, telling them the story of the previous characters' debacle.

MEETING IN M'S OFFICE

After the characters return (on April 10th), they will be summoned to M's office to give their report of the mission. After they have finished, Q will join the meeting along with the Minister of Defence.

M and the Minister will then voice their opinions concerning the original theft of the microchip from Zorin Microelectronics.

"Don't you think," says M, "that the theft seems too pat and predictable, almost as if Zorin Microelectronics let it happen. We have discovered that the employee accused of the theft (who is still at large and most probably in the Soviet Union by now) was hired before Zorin purchased the company and is, as Zorin is, an emigre from East Germany."

Q will then give the characters information about the microchip industry, Zorin Microelectronics and Max Zorin himself.

"The microchip industry is a \$24 billion dollar a year business, with American manufacturers dominating the field. Zorin Microelectronics (formerly Micro Electronics, Ltd.) is Britain's only respectable entry in the field, and in comparison to the Americans it is small cheese indeed. Six months ago the company was acquired by Max Zorin Enterprises, owned by Max Zorin, a stout anti-communist of French citizenship who has friends in the House of Lords.

"His loyalty to the free world has never been questioned (at least until now), but he did defect from East Germany in the late 1960's. Zorin is also involved in many petroleum enterprises, including oil firms in America (specifically California). His reputation is above reproach."

M interjects, "I am not so convinced of the man's innocence. I feel that Zorin may somehow be involved with the Soviets (his Communist Bloc background is unknown to us, after all) and I think it would be a good idea for you to investigate our Mister Max Zorin."

M leans over to the intercom. "Tibbett, would you enter please." He continues, "Tibbett has been working with the Special Branch of Scotland Yard on the Zorin Microelectronics break-in and has been briefed concerning my suspicions. During his investigations he has dis-

covered that a French private detective, Aubergene by name, has been retained by an unknown American firm to do his own investigation of Zorin Microelectronics for industrial espionage purposes."

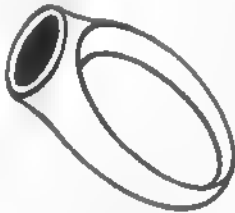
Tibbett enters. He tells the characters "I've made Aubergene's acquaintance and have taken the liberty of arranging a meeting with him. The meeting will take place at noon tomorrow in the restaurant at the top of the Eiffel Tower in Paris."

M turns to the characters, "You may fly or drive to Paris as you wish. Take the bit from there and see what you can turn up. Q will supply you with some items you may find useful. Follow whatever leads you find. I think I smell a rat, and the rat is feeding on brie."

Tibbett will accompany the characters if no "00" rank character is on the mission. The characters do not have to all travel together, nor do they have to stay together while in Paris. As always, keeping the characters together is encouraged.

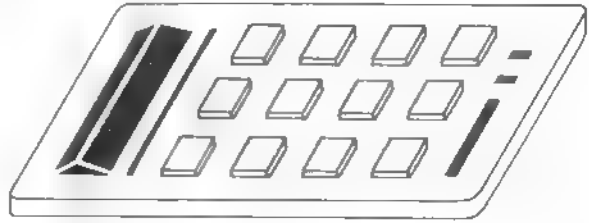
Q EQUIPMENT

Q will have the following items ready for the characters. They may take all, some or none of it with them.



Signet Ring-Camera: This appears to be a normal signet ring, but is in reality a miniaturized camera. The ring has a large emerald set in it which acts as the lens of the camera. It accepts 10-shot rolls of high-speed color film and can be reloaded only by a qualified Q Branch technician (available at any Level 3 Station House). The normal

rules for the Photography ability are used when operating the signet ring-camera



Ultraviolet Imprint Reader: This item is about the size and bulk of a pocket calculator, and in fact resembles one on a cursory examination. When activated, the liquid crystal-readout screen slides away to reveal a transparent reader. When the reader is placed immediately on top of a handwritten impression left on a piece of paper, it will, by projecting ultraviolet light onto the impression from an obtuse angle, reveal the words of the impression but only when viewed through the reader. The reader will reveal one line of writing at a time through this method, and it has a Base Time of 1 minute per line of writing. It will not work in bright light (equal to direct sunlight), but will work very well in darkness.

It takes a successful Electronics roll (-3 Ease Factor modifier) to use the item, and the Quality Rating of the roll reveals the percentage of the written information as per the Skills Use Chart in the *James Bond 007 Game*. See Part III. D. Zorin's Chateau for details on the use of this item in this adventure.

Polarized Sun Glasses: These are simply sunglasses whose lenses are adjustable; when attempting to look through a window or other piece of glass which is glared-over, the user can adjust the angle of the sunglasses and rotate the lenses themselves to eliminate the glare. It is not recommended for those who need prescription sun glasses.

C. Paris

The characters may travel to Paris any way they desire; they will have approximately 25 to 26 hours to get there. You should encourage them to drive their own cars, since this may lead to an interesting encounter with Stacey Sutton on their way to Zorin's chateau. If they drive, they will cut over to highway A1 from Calais, through Amiens and down to the city, entering on Rue de la Chapelle (see the map of the area around Paris on the Mission Sheet and the street map of Paris in the "Thrilling Cities" chapter of the *James Bond 007 Game*).

If the characters fly, they will most likely arrive at Charles de Gaulle airport. There they may rent a car and drive to Paris, entering the city on the Rue de Flandre. If they take public transport, they will ride a bus from the airport and be left off at the Pont de Neuilly Metro station

at the western end of the city, and from there get anywhere they wish via the Metro.

The characters may want to report to the Paris Station House when they arrive. It is located in the basement of the Church of Saint Ambrose, at the corner of Boulevard Voltaire and Rue de la Roquette (in Arrondissement 11). The priests working in the church are actually M.I.6 Station House members. The Station House has its own Q Branch workshop, along with the usual assortment of electronic equipment, communications gear, and so on.

The Paris Station House (Level 3) has very little information about Zorin, other than what the characters have been told already. The only snippet the characters will be able to gather is that Zorin owns a chateau in St. Remy, southwest of Paris. He has lived there for years and nothing out of the ordinary has ever been reported

concerning him. They will be able to give the characters only general information about the chateau's whereabouts; if the characters wish to visit the chateau that evening, they should have a very difficult time finding it and, if they do, an even more difficult time getting in and finding anything. In this regard, the characters' zealotness should not be allowed to ruin a large section of the adventure.

The Station House personnel know Aubergene and find him an honorable, if slightly pretentious, individual.

You can give the players their copy of the Paris area map and the street map of the Eiffel Tower area (both props in the Mission Envelope) at this point.

The characters may stay anywhere in Paris they wish that night. They may wish to go out and enjoy the night life; perhaps this night would be a good chance for the characters to get involved in some casino action (and gain some Hero Points).

THE TOUR EIFFEL RESTAURANT

The characters' appointment with Aubergene is exactly at noon. If Tibbett is with them, he will be able to point out the detective to them. If he has stayed in London, the characters will have a picture of Aubergene with them (you can show them Aubergene's visual on this page).



At any rate, the characters will not have any difficulty recognizing Aubergene once they arrive at the Tour Eiffel, the restaurant at the top of the Eiffel Tower. To get to the top of the tower, the characters must either enter an elevator on the ground and ride it to the top (it takes about 3 minutes) or walk up the stairs, which would take half an hour.

Note: *The arrangement of elevators in the Tower in this adventure does not match the real-life arrangement; in real life you must take an elevator up two-thirds of the way and then switch to another that takes you the rest of the way. The elevator arrangement in the adventure will be important only when the characters try to chase May Day after she kills Aubergene. Players who have been to the Eiffel Tower may assume the two elevator arrangement. You must be careful to inform them of this game option: that they may ride all the way down on one elevator. Those who have seen the movie should have no problem.*

Aubergene will be waiting for them at a table. Examine the map of the restaurant on page 23. Indicated is the table at which Aubergene will be waiting. The restaurant is crowded and it is difficult to navigate the room without bumping into someone. All the characters may eat with Aubergene, or they may decide to have only one character lunch with him while the other waits outside. If Tibbett is with them, the same options exist.

You may, if you wish, introduce a stage show involving an attractive young lady who does a sort of pantomime with butterflies. The butterflies are controlled by means of a fishing pole held by a man in a black outfit, who is sitting in the rafters. If the players have seen the movie, they will assume this is how Aubergene will be killed. (In the movie, a butterfly with a hook laced with poison hit Aubergene's cheek, killing him that way.) By introducing the man with the fishing pole, the players will be unsure whether Aubergene will be killed by the hook or by some other means. It will keep them guessing.

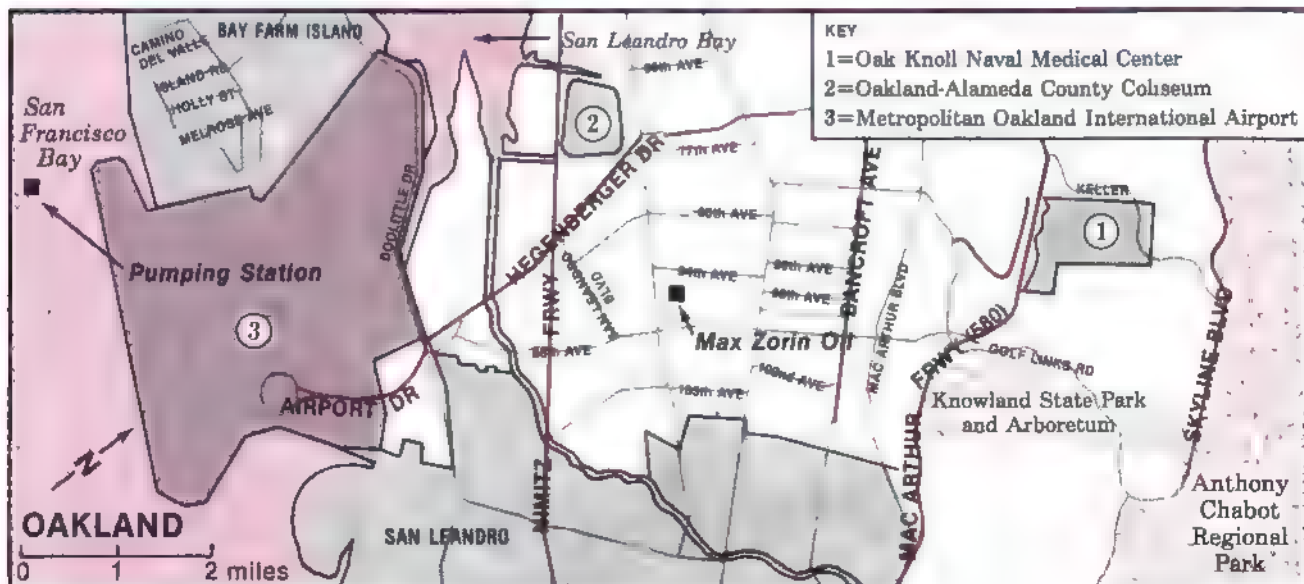
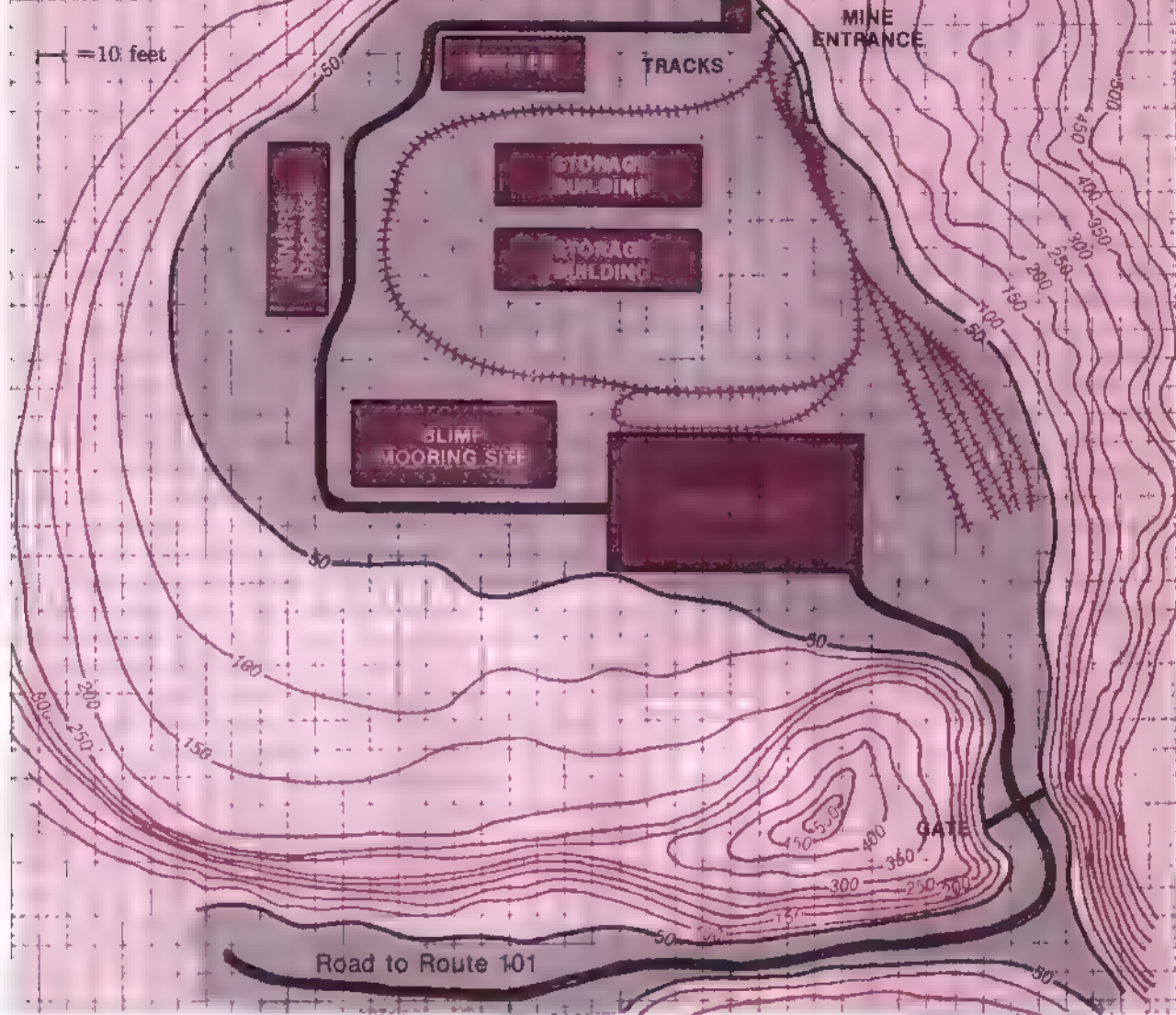
Aubergene will avoid any business talk until they order some champagne. He will discuss Paris, the weather, the microcomputer business, wine — anything except Zorin. After the champagne arrives (Bollinger '75 will be ordered by Aubergene if the characters do not order), Aubergene will begin to talk. He will let the characters know that a "nameless American firm" has retained him to investigate Zorin. He has not been able to uncover anything illicit; in fact, his forays have led him to believe that Zorin has essentially a spotless record. He has checked with the Surete (the French FBI) and they have no records of him. He will comment, "Of course, the Surete's records are, how do you say, somewhat incomplete."

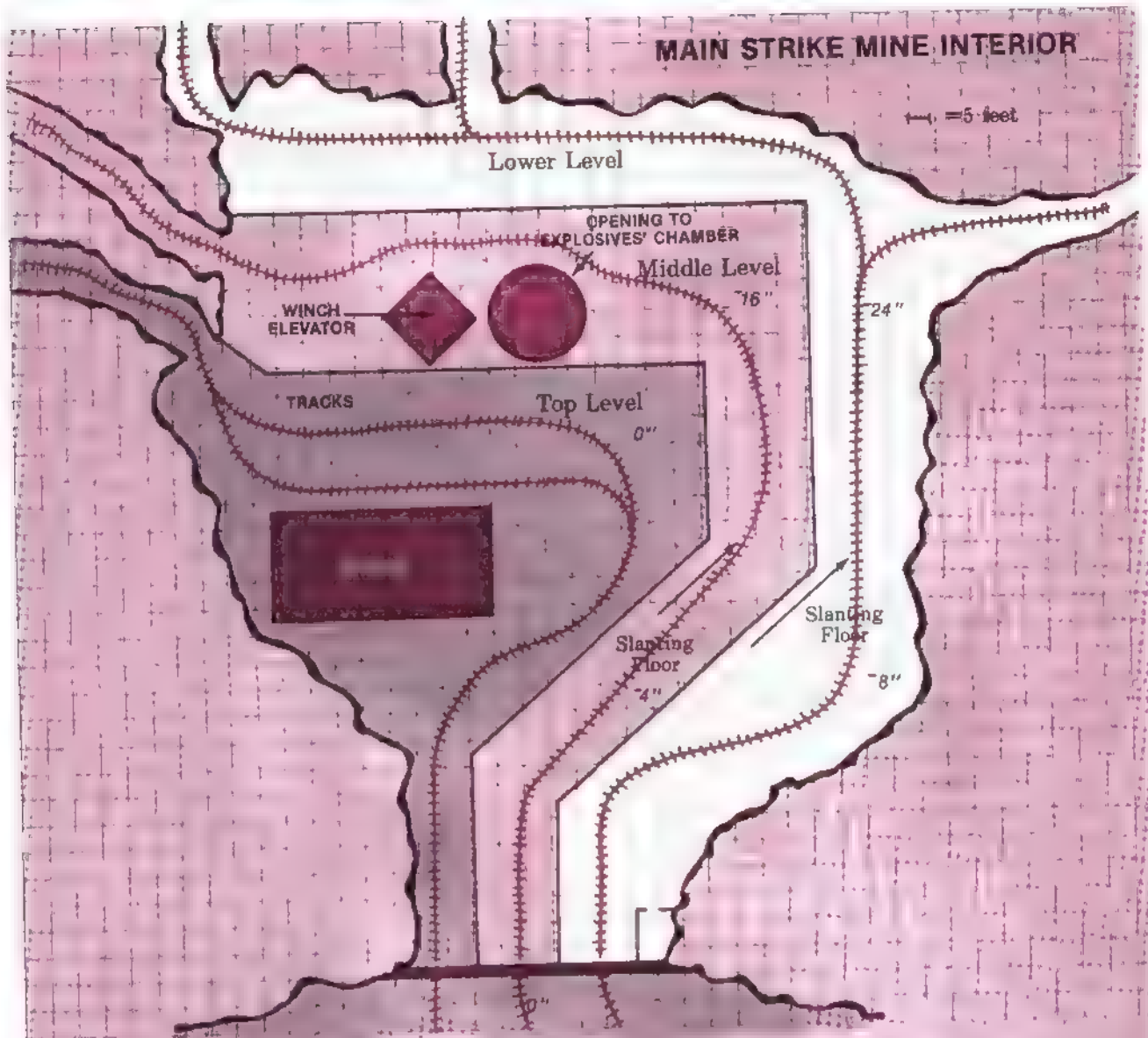
The waiter will take their orders. Aubergene will order *soupe au pistou* ("soop oh pees-too," Mediterranean vegetable soup) and an *omelette au fromage* ("om-leht oh fro-mahj," cheese omelet); he will mention that he was hoping to gather some further information by approaching Zorin directly — at his yearling (horse) sale, which takes place at his chateau over the next two days. He pats his vest pocket, indicating something in relation to the sale; it is his invitation, although the characters will not know it.

Aubergene at this point takes a sip of his soup and begins to choke, quickly falling face first into the soup. It should be obvious to the characters that the soup has been poisoned.

Just as the characters make this realization, you should make a Sixth Sense roll (—1 Ease Factor modi-

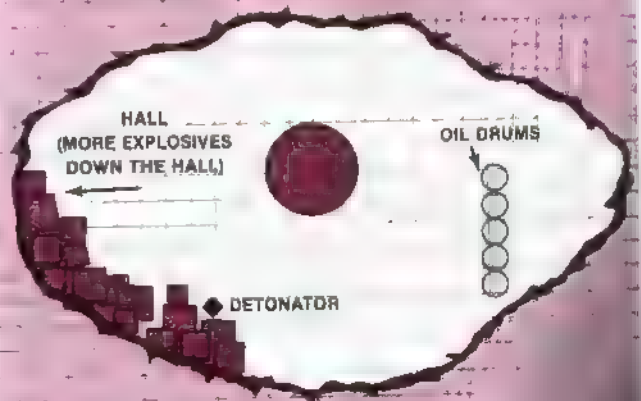
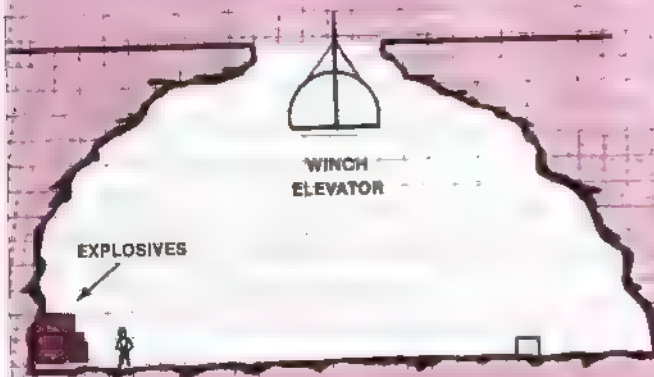
MAIN STRIKE MINE EXTERIOR





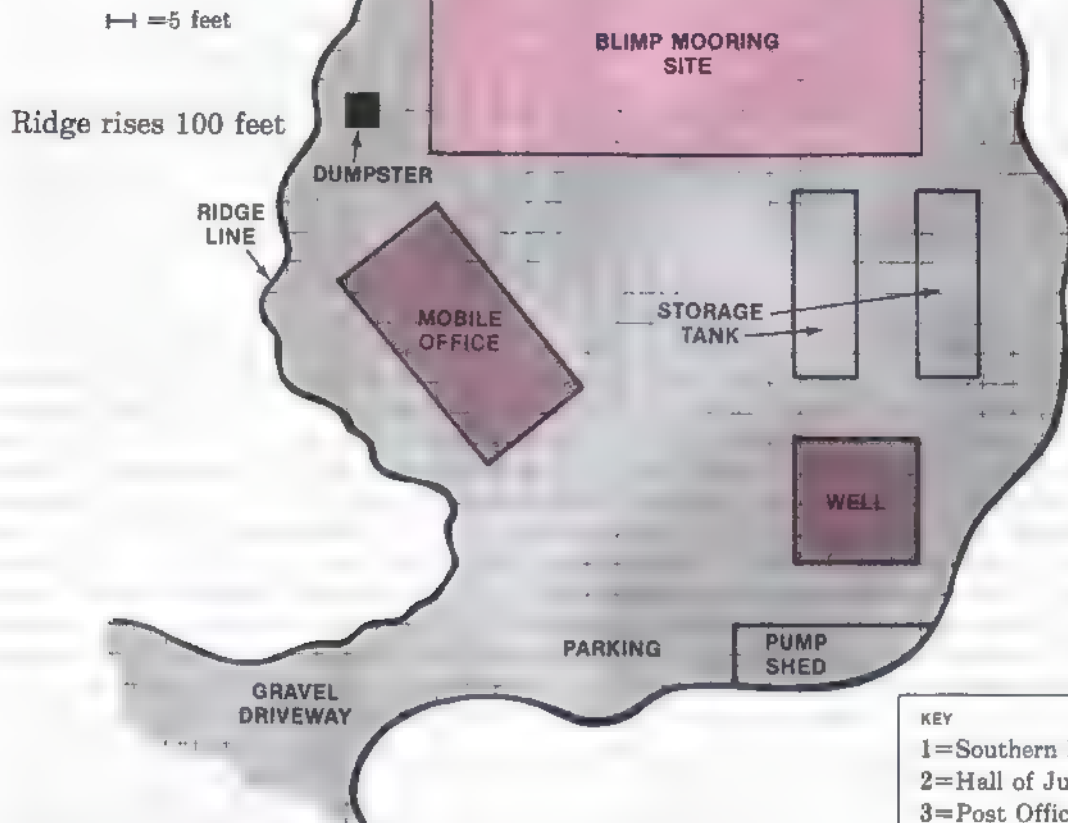
EXPLOSIVES' CHAMBER (Side View)

EXPLOSIVES' CHAMBER (Overhead)



5 feet

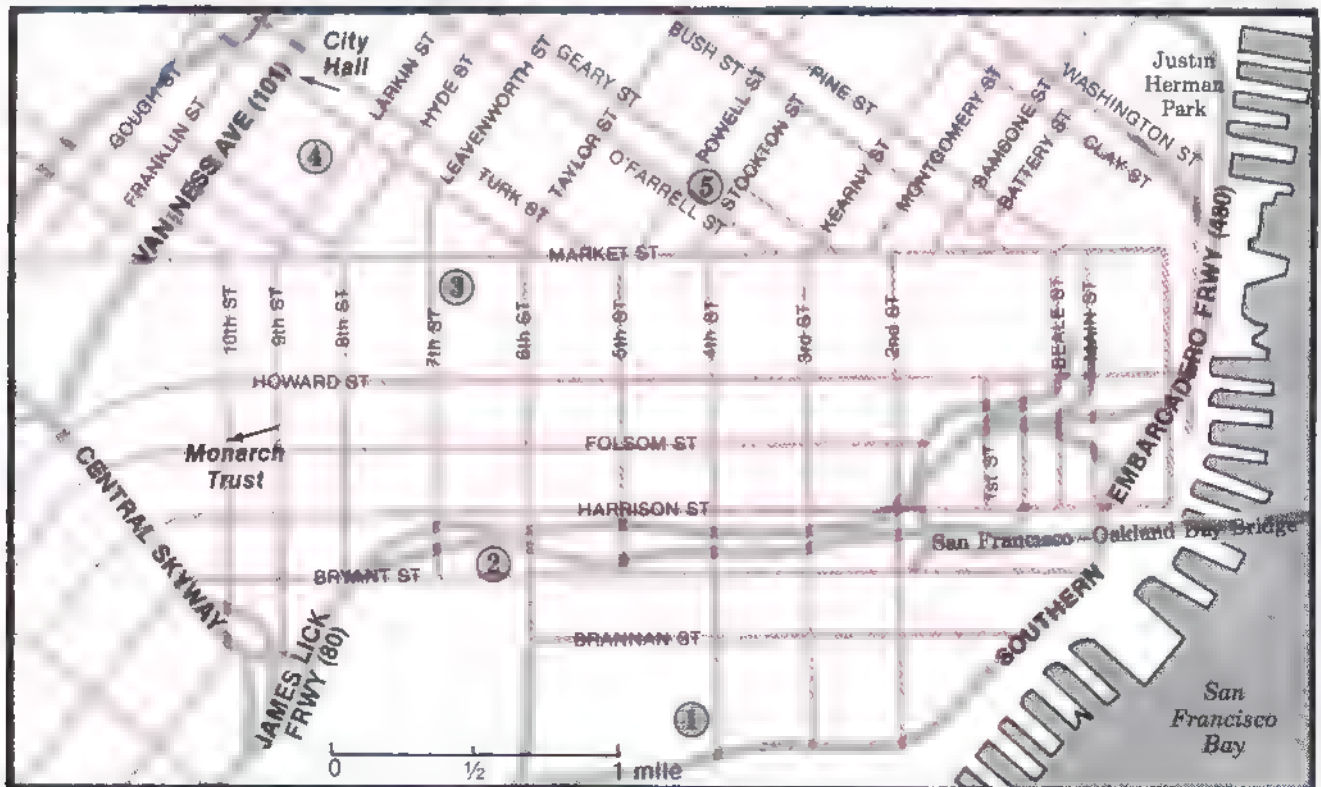
HAYWARD OIL WELL SITE



KEY

- 1=Southern Pacific Terminal
- 2=Hall of Justice
- 3=Post Office
- 4=Civic Center
- 5=Union Square

DOWNTOWN SAN FRANCISCO



fier) for them to notice a figure with a black hood going out the restaurant door. The map of the restaurant notes the route along which the assailant will flee.

The Quality Rating of the Sixth Sense roll will determine the distance at which a chase (something that is expected to happen) will begin. On a Quality Rating of 1, the distance is Close; Quality Rating of 2, Medium; Quality Rating of 3, Long; Quality Rating of 4, Distant; and a failure, Extreme

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THE CHASE WITH MAY DAY

The hooded figure (henceforth called May Day in the text, but the characters should *not* be told this; in fact, added confusion will result if you continually call this figure "he") will head out of the restaurant and towards the staircase. May Day will quickly overpower Tibbett or any other characters left outside (thanks to the element of surprise).

Any characters outside the restaurant must perform an Ease Factor 1 DEX roll and obtain a Quality Rating of 1 to even have a chance to intercept her on her way towards the stairs. When she reaches the stairs, she will head *up*, not down. Any confusion this action causes the characters should be emphasized and applied to them as an Ease Factor penalty to their next maneuver. Any gunfire directed at her will have a -4 Ease Factor penalty applied to it because of the structural beams surrounding the stairway (which is otherwise open).

May Day will run up one flight of steps (taking one round) and then jump off at the beginning of the second round of the chase. She will bid as low as possible in order to go first, since all she is doing is jumping off (no maneuver roll needed). Her jumping will no doubt dis-

concert the characters. The distance immediately becomes Distant, and on the next round it automatically becomes Extreme (unless the characters wish to jump off after her; if they do, may the muse of Gamesmastering be with you).

She is wearing a paraglider on her back, which will open and allow her to glide off in the direction indicated on the map on page 23. The characters will watch as her paraglider opens and she begins to float away. The detailed street map of the Eiffel Tower area shows the route the glider will take.

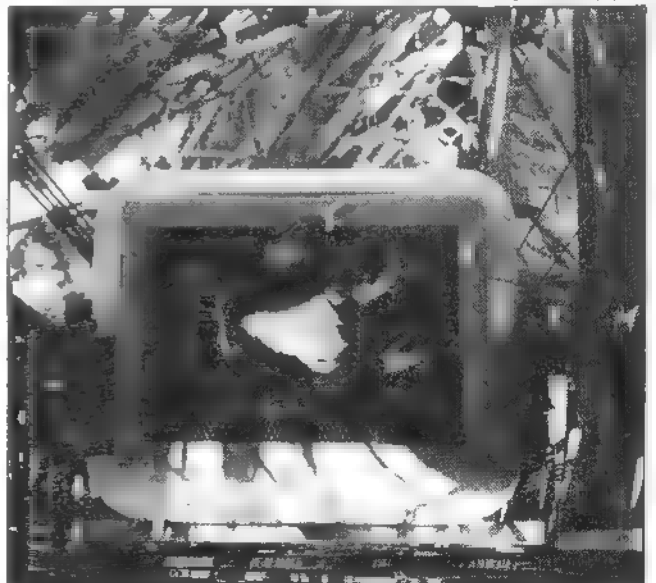
The only way the characters can get to the ground fast enough to follow May Day will be by getting on the elevator and heading down. Just as they reach the shaft (which is an open lattice work just like the rest of the structure), they will see the elevator below them on its downward journey — it has just left. They will have to jump down to get on the moving elevator, which requires a successful Ease Factor 5 DEX roll. A failure on this roll means they must make a second DEX roll (+1 Ease Factor modifier); a failure on this second roll means the character is hanging off the edge of the elevator, helpless except to allow the passengers to aid him back inside. The chase is over

If the characters do not immediately reach the ground, the chase is over, and the characters will have to watch the paragliding figure float slowly down to the Seine and land on a passing boat. This is all they will be able to see

If the characters jump onto the elevator, they will reach the ground and be able to see the paraglider in the distance. The only way to catch up with it is by following in a car (theirs will do nicely if it is nearby; otherwise, they may commandeer a taxi).

Your street map indicates the route Bond takes in the movie (shown by a dotted line leading away from the Tower); it is presumed to be the fastest. The arrows on the streets indicate the traffic direction; you will notice that the route Bond uses goes against the traffic flow along the river.

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Paris at noon is, at best, a congested place to be. Tourists, business people on lunch and general passersby make this area of the city *very* crowded. Traffic is at least as bad. So, although there is no actual chase going on, you should give the characters at least three Trick maneuvers to keep the paraglider in sight during the drive to intercept it. The Ease Factors of the maneuvers are, in order, 6, 5, and 3.

The Ease Factor 6 Trick is simply to avoid an oncoming car when entering the "off" ramp onto the quay; the Ease Factor 5 is to avoid a wooden barrier when exiting the "on" ramp; and the Ease Factor 3 is to avoid a taxi when trying to turn onto the Pont des Alexandre III (a bridge).

If all three Trick rolls succeed, the characters can jump onto the boat May Day landed on as it passed under the bridge. You should orchestrate this chase carefully so it is clear that any failed Trick roll will allow May Day to get away.

May Day will land on the *Bateau Mouche* (a restaurant boat designed to take tourists up and down the river on sightseeing tours). The characters will jump from the bridge, making a DEX roll (−2 Ease Factor modifier) to avoid injury; a failure means they take Light Wounds. On a Quality Rating of 1, they land on the deck. On any other result, they land on a skylight and crash through, inter-



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rupting a wedding reception (and making a bullseye into the cake, of course); they will have to excuse themselves and get out on deck.

In either case, as they reach the deck, they will see May Day jumping down to a small power boat piloted by Zorin. May Day will get away. If the characters have asked to see a picture of Zorin prior to this, they will recognize him as the pilot of the craft; otherwise, they will not know who is piloting the boat. There is no way to chase them at this point.

The characters should be arrested at this point and taken to the police station for, among other things, reckless driving. The Station House will have to bail them out, taking at least two hours for the characters to be released. If they were not involved in a chase, the French police will want to interrogate them about Aubergene's death. You do not want to give the characters time that night to go to Zorin's chateau.

The characters might now return to the Station House or go back and see about Aubergene. The clue they ought to follow is that of the yearling sale; you should encourage them to adopt a cover and attempt to infiltrate the sale. Inquiries will reveal that it is by invitation only; an examination of Aubergene's effects yield an invitation (without Aubergene's name on it). The characters may now head for Zorin's chateau.



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D. Zorin's Chateau

The chateau is Max Zorin's home, horse ranch, and training grounds. It is an ancient chateau, dating back to the time of King Louis XVI. It stands on grounds just outside the town of St. Remy, a 1½ hour drive southwest of Paris (it is suggested you make a copy of the map of the Paris area from the Mission Envelope for your own reference).

Zorin purchased the chateau two years after his defection and has spent millions restoring and renovating the place. In addition, he built a stable complex on the grounds and a turf and dirt track next to a steeplechase track. He holds an annual yearling sale, and his horses are known worldwide for their breeding and quality.

See the Gamesmaster Screen for the overall layout of the grounds and a room key for the chateau. There are no room maps of the servants quarters and the stable itself, if the characters enter those buildings, you will have to extemporize.

It is expected that the characters will find the invitation to the yearling sale on Aubergene's body and will decide to attend the sale under a cover. If you own the *For Your Information* supplement, use the rules for operating undercover to play out Zorin's reactions, suspicions, and the like. If you do not own those rules, simply use the Fame rules to determine whether Zorin recognizes the characters or not.

If Tibbett is with the characters, he also will probably adopt a cover. In the movie Bond went to the sale as a horse breeder with Tibbett as his valet/chauffeur.

This section assumes the characters have followed a

method similar to Bond's. If they have decided to storm the chateau commando style, you will have to alter the information presented here.

GETTING THERE

The characters will have to drive to St. Remy. The map of the Paris area will suggest routes to take. No one route will be any better than another, and all will yield the encounter described below.

The topography of the area is identical to the drive down from Calais to Paris. Rolling countryside dotted with orchards, ponds and farms will pass by. If you need some inspiration to describe it, reread the drive Bond makes in the novel *Goldfinger*.

On the drive to St. Remy, the characters' car will be passed by Stacey Sutton, driving her Ferrari on her way to Zorin's. The car will have a California license plate (she has been on a European holiday and Zorin had her car flown over for the trip).

You *should not* ask the characters if they want to check the license plate; simply (and without fanfare) announce the characters' car is being passed by another. If they ask what kind it is, describe it. If they ask what the driver looks like, have the players make a PER roll (–1 Ease Factor modifier); use the Skills Use Chart to decide how much of Stacey's description to reveal.

Alert characters will note her description, the type of car and the license number. If they attempt to follow her, she will simply lead them to Zorin's chateau. If the char-



acters start to play games (such as speeding up to pass her), she will continue the game but will not pull over or communciate with the characters in any fashion.

If, when they arrive at Zorin's, the characters attempt to corner her and talk as she enters the chateau, Pan Ho will intervene and "escort" her inside, separating her from them. Because of her disagreements with Zorin, Stacey will initially be very suspicious of anyone approaching her at the chateau and will assume they are in Zorin's employ.

ARRIVING AT THE CHATEAU

As the characters arrive at the gates to the property, they should note a 15-foot high brick-and-concrete wall surrounding the grounds (topped with barbed wire hidden under the ivy) and a meticulously dressed guard in riding garb in attendance at the gate. The air is definitely one of high security masked with opulence.

A number of cars will pull up outside the main building, and the characters should follow suit. They will be met there by Pan Ho, who will greet them cordially and show them to their rooms (see the room map of the chateau on the Gamesmaster Screen).

Pan Ho will tell the characters about the costume party that night at 6:00 P.M. (if they arrive at night, the party will be in full swing) and will offer them costumes from Zorin's private costume collection. The characters may attend sans costume if they wish. Until the party starts, the characters can wander around (inspecting the horses either in the viewing area or the stables) and may encounter Jenny Flex, Scarpine, Mortner and/or Bob Conley. While these meetings may be cordial (and used by you to determine Reactions and Fame rolls), no important information should be revealed through them. Zorin, May Day and Stacey will all be unavailable and will not be found until they appear at the party as indicated below.

The characters may, at any time, use their signet ring to take pictures. Keep track of whom they photograph for later reference.

As the festivities begin, the guests attending the sale will mingle in the "backyard" area between the chateau and the infield. Whenever the characters wander over to the area outside Zorin's personal office (see the chateau room key), you should stage a scene where Zorin gives Stacey a personal check.

ZORIN, STACEY AND THE CHECK

Zorin is attempting to "buy off" Stacey (see her background) and stop her legal action against Zorin's takeover of Sutton Oil. Zorin feels Stacey will take the \$5,000,000 and leave him alone. The visual on page 31 (which the characters can see but not hear) shows a neutral-looking Stacey being handed a check by a smiling and cordial Zorin. Scarpine is also in the room.

The setting sun (off beyond the stream) will cause a harsh glare on the window of the room. The characters will need the special sunglasses (see "Q Equipment" in Part III: B. The Second Briefing) to see that the item

handed Stacey is a check; otherwise, it will simply appear to be a small piece of paper.

As the characters peer into the room, Mortner will come up behind them and initiate a conversation. You should perform a Sixth Sense roll for the characters as he approaches. He has seen them looking into the room and wishes to distract them. He only knows them by their cover stories and has no other suspicions about them. This encounter is intended to startle the characters.

The characters may later wish to enter the building to snoop around Zorin's personal office. The ultraviolet reader will come in handy here. The characters will be able to enter and break into the room. The door will be locked (-1 Ease Factor modifier) and the characters must Lockpick it to enter.

The blinds on the windows can be closed, and the characters will have time to investigate Zorin's desk. In the top drawer his checkbook will be found. The desk is locked (-2 Ease Factor modifier) and must be picked. By using the ultraviolet reader, the characters will be able to read the pen impression left on the checkbook.

Hand the characters the prop of the check from the Mission Envelope. Depending on the Quality Rating of the roll for using the reader, you will have to fill in the information on the check. Use the chart below to determine what information to fill in:

DIE ROLL RESULT	INFORMATION ON THE CHECK
Quality Rating 4	The date (April 12, 198x)
Quality Rating 3	The signature (Max Zorin)
Quality Rating 2	The amount (\$5,000,000)
Quality Rating 1	The payee (Stacey Sutton)

As the characters may note, the check is drawn on Monarch Trust, a bank in San Francisco. This is a *clue*, but the characters should not be given any encouragement to notice it.

As the characters leave the office, Bob Conley will come up behind them and ask, very loudly, what the characters are looking for. The characters must Persuade Conley they are just looking for a bathroom, a drink, or whatever. An "N" or "?" result means that Conley will mention to Zorin that the characters were snooping around. If so, Zorin will ask questions (Critical Points if using the rules in the *For Your Information* Supplement) in an attempt find out how much the characters know about horses. You may use Riding skill rolls when the characters answer his questions, if you wish.

MEETING STACEY

At the party that evening (about 8:00 P.M. or so), after they have seen Zorin give the check to Stacey, the characters will be able to discover Stacey standing alone on one of the bridges over the creek, bedecked in a flattering evening gown, romantically backlit by the setting sun. If the characters go out and talk to her, she will be very reticent to converse with them, since she assumes the characters are working for Zorin. She will not reveal her name, nor will she have the check on her (she has already packed it in her luggage).

After a few minutes of conversation (and most probably a Seduction attempt or two), May Day will appear and break off the chit-chat, announcing that the helicopter is ready to take Stacey away and that her Ferrari will be shipped back to California and will be waiting for her. Further communication with Stacey will be impossible. Scarpine will show Stacey to the helicopter, which will land in an open infield area around the race tracks.

May Day will begin to talk with the characters. Remember to make a Fame roll for her at this point (+2 Ease Factor modifier due to her "meeting" the characters at the Eiffel Tower). If she recognizes them, she will give no sign, but will tell Zorin about them later. If she does not recognize them, she will simply continue to make idle conversation.

If she recognizes the characters, or if Zorin's suspicions have been aroused, May Day will drop obvious hints that she will be available for a "private meeting" later that evening. During their liaison, she will try to gain information about the characters' backgrounds.

NPCs AND THE PARTY

At the costume party, the characters will be able to meet and interact with any other NPCs, including Zorin. The characters may wish to use their signet ring-camera to take pictures of these people. Have the characters meet the important NPCs as well as non-essential ones, such as the businessmen Zorin has invited for the secret meeting tomorrow and the buyers for the yearling sale. Sheik Ali-Haji should engage the characters in a discussion about horses at some point (his is one of the color photos in the Mission Envelope; note, however, that he is a red-herring — he is not at all central to the adventure). Ali-Haji is an Arab oil magnate who also deals in horses (and microchips). He will reveal both these interests on a successful Persuasion roll. The players should be unsure of who is important to the plot and who is not.

During any meeting with the characters that evening, Zorin will question them fairly extensively about their background in the horse business, since he will never have heard of them. If his suspicions have been aroused, use the rules in *For Your Information Supplement* for use of Critical Points here. If you do not have those rules, simply have the characters make Persuasion rolls to convince Zorin of their story. An "N" or "?" result will not immediately cause Zorin to act differently, but will have an effect the next day; Zorin will give no indication of his suspicions.

What happens after the party and later that evening is unpredictable. Here are some possibilities.

- One of the characters may have a liaison with May Day. This may happen at any time after 2:00 A.M. (see below), since she will be readily compliant. If she has recognized the characters, she will use the meeting to attempt to break their covers; if she has not recognized them, she will simply enjoy it for curiosity's sake.
- The characters snoop around. They may go anywhere in the chateau they wish, attempting to Lockpick



whatever door they find (Ease Factor modifiers ranging from +1 to -5 at your discretion). The chateau map indicates the layout of the rooms; populate the unlabelled rooms as you wish. Zorin and May Day will be in the gym from the end of the party until 2:00 A.M., working out. They are fighting Hand-to-Hand, and are going at it fairly roughly. The characters may be able to see this workout and should be impressed by the Hand-to-Hand ability of both. All the other NPCs will be in their rooms, and may be encountered by wandering characters.

If the characters go near either Conley's or Mortner's rooms (see the map), they will be met by those NPCs in the hallway. If the characters are encountered, they will confirm the NPCs' suspicions of their real identities, and they will report the incident to Zorin in the morning. Otherwise, nothing productive will be accomplished by snooping. There is no information the characters will be able to find that night.

THE NEXT DAY

The yearling sale will begin at noon. Zorin will, whether he has recognized the characters for what they

are or not, wish to meet with them earlier that morning to discuss the sale. If he has his suspicions, he will bring the characters to his business office (see the map). At his desk is a computer which holds a data base concerning his horses. He will pretend to question the characters about their choices, but in reality will be using the computer to examine the characters.

The computer is hooked up to an x-ray scanner hidden in the wall. The scanner will, at the computer's command, x-ray the characters, revealing the location of any metal objects (such as weapons) and also forming a profile picture of the character. This profile will then be sent via modem to a KGB data base where information on the characters may be available. (Make a Fame roll for the data base, assuming a PER of 15).

On a "?" or "Y" result, the characters' entire dossier will appear on the screen. Zorin will read it, talking all the while to the characters about the horses and the sale. He will terminate the conversation, indicating the characters should review their choice once more by accompanying him to the stables.

If Zorin has no suspicions when the conversation begins, the meeting will simply run its course in a perfectly natural way, unless the characters commit a faux pas.

HANDLING ZORIN'S REACTION

If the characters have done nothing suspicious and May Day does not recognize them, they will be able to leave whenever they want after the meeting in Zorin's office. If they are recognized by May Day or if Zorin's suspicions were aroused, he will feign ignorance and escort them to the stable. When they get there, the characters and Zorin will be joined by Scarpine and May Day, both greeting the characters with concealed hostility.

Zorin at this point will ask if the characters are interested in a wager. He will offer them a bet on a steeplechase — he will ride his horse and one of them will ride their purchase choice. After all, he will hint, if they are horse men, they certainly should be able to ride.

If Zorin wins, the characters will have to give Zorin the money for the horse but not buy it (the purchase price is 1,000,000 pounds); if the characters win, Zorin will give them the horse for free. Of course, Zorin expects them not only to lose the race but to destroy their cover as well. After the race he will kill them.

In the event that the characters refuse to take part in the steeplechase, Zorin will have them captured and taken away to be killed (see "Zorin's Lake Retreat," below).

THE STEEPLECHASE

Not only does Zorin expect to out-ride the characters in the race, he has also booby trapped this steeplechase course (a trick he has pulled before). Described below is the order for the race. Only one character will take part in the actual steeplechase, and it should be the one with the better Riding skill. The other character will watch the race, closely guarded by May Day and Scarpine.

Note: *If the characters attempt at any time to escape*

before the race is finished, they will not be able to get over the walls of the estate and will have a hard time leaving the general race track area because of May Day, Scarpine, Jenny Flex and Pan Ho. These NPCs will try to stop the characters before they reach the woods and certainly before they reach the wall

Treat the race as a normal chase, except for the following changes:

1. The chase will begin with a starting pistol; in this first round the person (either Zorin or the character in the steeplechase) with the highest Riding Primary Chance chooses the Ease Factor and rolls for his Pursue/Flee maneuver.

2. It is assumed that the only maneuvers used during this chase will be Pursue/Flee, Force, and Trick maneuvers. All others are unavailable to either side as long as the chase continues.

3. In rounds containing obstacles, the characters do not bid for who goes first. The character who is ahead goes first. The Ease Factors for maneuvers are given in these rounds.

The chase will continue for 20 rounds. The winner will be determined by who crosses the finish line farther ahead at the end of the last round. If the horses are at the same range, the rider with the highest Primary Chance is the winner.

The Race:

Rounds 1 and 2: The first is the opening round, described above, and the second is handled normally (bidding, etc.). Until further notice, Zorin will never bid less than 6.

Round 3: This is the first obstacle, a jump (Ease Factor 6 Trick maneuver). If the result is a Quality Rating 4, the horse and rider are stunned for one round, resulting in a -2 Ease Factor modifier applied to the next round of the chase; if the result is a failure, the Safety roll must be made as usual.

Rounds 4 and 5: These are both normal rounds.

Round 6: This contains a second obstacle, another jump (an Ease Factor 5 Trick maneuver, with the same results as outlined above).

Rounds 7 and 8: These are normal rounds.

Round 9: This is the third obstacle, another jump (an Ease Factor 4 Trick maneuver, with the same results as outline above).

Rounds 10 and 11: These are also normal rounds; however, Zorin will now begin to bid low (to Ease Factor 4) in hopes of going first and making the character fall behind; he wishes to hit the next obstacle one range in the lead.

Round 12: This contains the fourth obstacle, a water jump (Ease Factor 4 Trick). If Zorin is at least one range in the lead, the difficulty will be changed after he completes his jump; the hedge will be moved further away from the water, decreasing the Ease Factor to 3 for the character.



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Rounds 13 and 14: These are normal rounds. Zorin will try to be in the lead at the next obstacle; this tactic should be obvious to the character, and he must try a Force or something to prevent it. Zorin will not try a Force until the very end of the race and then only if he is behind.

Round 15: This is the fifth obstacle, a fence jump (Ease Factor 4 Trick). As in Round 12, if Zorin is leading, the fence will be raised after he jumps, making the jump Ease Factor 3 for the character.

Rounds 16 and 17: These are normal rounds. Zorin will try to lead into the jump in the next round.

Round 18: This is the sixth obstacle, a fence jump with a banner pole nearby (Ease Factor 4 Trick). Again, if Zorin is leading, the banner pole will drop after he completes his jump, interfering with the character's jump (Ease Factor 2).

Rounds 19 and 20: These are the sprint for the finish (normal rounds). Zorin, if even or behind, will bid low in order to get into position for a Force.

If, at any time, the character tries to break off the race, May Day, Jenny Flex, Pan Ho and Scarpine will surround him and forcibly drag him to the chateau. The same situation holds true to another character watching the race. Zorin will ride up to join the group.

If the character wins, Zorin will congratulate him and then have May Day and the others capture him (and the other character).

ZORIN'S LAKE RESORT

In the event that Zorin decides the characters must die, he will send for his car (a Rolls Royce Silver Shadow). He will order May Day, Jenny Flex and Scarpine to disarm the characters and escort them out to a lake nearby the chateau. If the characters have their own car, Jenny and Scarpine, armed, will ride with the characters in that car (if they all will fit) while May Day follows be-

hind. If the characters have no car (or the two guards will not fit), they will drive another Silver Shadow provided by Zorin.

The Attributes for the Silver Shadow are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	4	60	120	250	3	9

The ride will take 5 minutes. If the characters try to escape while in the car during the ride, play it out with the following guidelines:

1. May Day will gladly sacrifice both Scarpine and Jenny to see the characters dead; she will, if need be, Force the characters' car off the road and make it crash.
2. Jenny and Scarpine will not fight to the death; if they are losing, they will simply bail out of the car. Since they plan to kill the characters at the lake, they will first try to knock the characters out, rather than try to kill them while the car is moving.

Once the party gets to the lake, the characters will be knocked unconscious and locked in their car. May Day will push it into the lake, rolling it off a dock into 20 feet of water.

If the characters are unconscious, they will each have to expend a Hero Point to wake up. If they have no Hero Points, a successful WIL roll (–1 Ease Factor modifier) will suffice, but only as a last resort. Once they are conscious, they must succeed at a STR roll (+1 Ease Factor modifier) to open a door. Once the door is open, they will be able to see up through the water and notice May Day standing on the dock. She will watch to make sure they do not escape from the car.

It will take five rounds for the car to fill with water. After this time, the characters will have to hold their breath. The characters can hold their breath with no difficulty for a number of rounds equal to their STR. After that point, the characters must make WIL rolls for

each extra round they stay underwater. On the first extra round, they make the WIL roll at an Ease Factor of 10, on the second extra round at an Ease Factor of 9, and so on until they reach Ease Factor $\frac{1}{2}$. If on a failure, a character takes a Light Wound.

May Day will wait 25 rounds from the time the car hits the water. She will then be convinced the characters are dead and will leave. The characters will not know this intuitively; they must succeed at an PER roll (-3 Ease Factor modifier) to see her drive away. Otherwise, they will have to guess when she is no longer there.

The only alternative to drowning is to realize there is an air source down there — the tires of the car. There is no roll for this; the players must ask about it. You could offer a suggestion if the players give up one Hero Point. By swimming to the tires and expelling some air from the valve, they will be able to breathe. There is a drawback; if they begin to do this while May Day is still watching, she receives a PER roll (-3 Ease Factor modifier) to notice the bubbles and deduce what has happened. In this case she will wait 50 rounds before leaving. There is 10 rounds of air in a tire; after the air in a tire is exhausted, the breath-holding process begins again as outlined above.

If the characters survive and swim out of the lake, they may be too exhausted to continue. If they have made any WIL rolls to hold their breaths, they must make another WIL roll (-4 Ease Factor modifier); a failure in-

dicates they fall to the ground and sleep for D6 hours. A success indicates they are simply exhausted as per the rules in the chapter "Creating a Character" in the *James Bond 007 Game*.

After the characters have been dealt with, Zorin and his associates will fly out to San Francisco by 4 P.M.

The characters will know where to go next from one of the following clues: They can discover Conley is working for Zorin Oil (see below), they can discover that Zorin's flight left for New York with a connecting flight to San Francisco (how they learn this is at your discretion), or they can just guess.

There are two Mission Sheets that contain eight illustrations of the major NPCs in the adventure. If the characters use the signet ring-camera at the party and have the film developed at the Station House, give them the illustrations of the NPCs they photographed. They will also learn (from the French Station House or from M.I.6) that 1) Bob Conley works for Zorin Oil in San Francisco, 2) Dr. Mortner is probably Hans Glaub, an ex-Nazi, and 3) Sheik Ali-Haji is an Arab with great interests in microchip technology.

Note: It should be mentioned again that Ali-Haji has no direct bearing on the adventure. Players who wander off after Ali-Haji may wind up far afield from Zorin's plot and may need guidance to get them back on the right track. The only slight clue here is that Ali-Haji is interested in microchips

E. San Francisco

San Francisco is by far the busiest and most complicated location in the adventure. The characters will still have no idea about Zorin's plan to destroy Silicon Valley, and there will be no set trail to follow. As a result, the characters will probably do a number of things and go to many places to gather clues. The important locations and what can happen there are described here and in the next two sections. However, since the characters will have their own ideas about what to do, you will have to improvise if they do unexpected actions. The players will probably sense that the end of the adventure is near and will feel pressured, since they have no idea of what is going on yet.

The most important locations for the characters to visit are listed below and they are described in the text. If the characters go to other locations, you will have to create the layouts of these places and the NPCs who populate them. Check the map of the San Francisco Bay area on the Gamesmaster Screen to familiarize yourself with the relative positions of these locations.

1. The Monarch Trust branch (Folsom St. and 10th St.) in downtown San Francisco is where Zorin keeps a checking account.
2. The Department of Conservation: Division of Oil and Mines (Van Ness Ave. and Grove St.) in downtown San Francisco has information about Zorin's businesses in the area.

3. Garrucchi Brothers (adjacent to Golden Gate Park) in San Francisco has information about Max Zorin Oil.

4. Whitewood Grounds (on Skyfarm Dr.) in Hillsborough is where Stacey Sutton lives.

5. Main Strike Mine is east of San Jose and is one of the locations that Zorin plans to destroy (for more details see section F, below).

6. The Hayward Oil Well is in Hayward and is another location due for destruction (for more details, see section G, below).

7. Max Zorin Oil (92nd St. and G St.) in Oakland is Zorin's center of operations for Operation Main Strike.

8. The Pumping Station (500 yards northwest of Oakland International Airport) in Oakland is also part of Zorin's plan (for more details, see section G, below).

There are a number of maps included in the adventure to help you when running the adventure. On the Gamesmaster Screen are maps of the San Francisco Bay area, of Hayward, and of Hillsborough. On page 24 is a map of Oakland, and on page 26 is a map of downtown San Francisco. An overall map of San Francisco is found in Part V: Thrilling Cities.

The travel chart, below, will help you determine the amount of time it takes to reach locations in the San Francisco Bay area. The times are given in minutes (not

mal driving time); note that to reach or leave the Pumping Station requires a boat.

TRAVEL CHART

	1	2	3	4	5	6
1. Downtown SF	-	45	90	35	120	45*
2. Downtown Oakland	45	-	45	70	100	15*
3. Hayward Oil Well	90	45	-	125	100	65*
4. Whitewood Grounds	35	70	125	-	85	80*
5. Main Strike Mine	120	100	100	85	-	125*
6. Pumping Station	45*	15*	65*	80*	125*	-

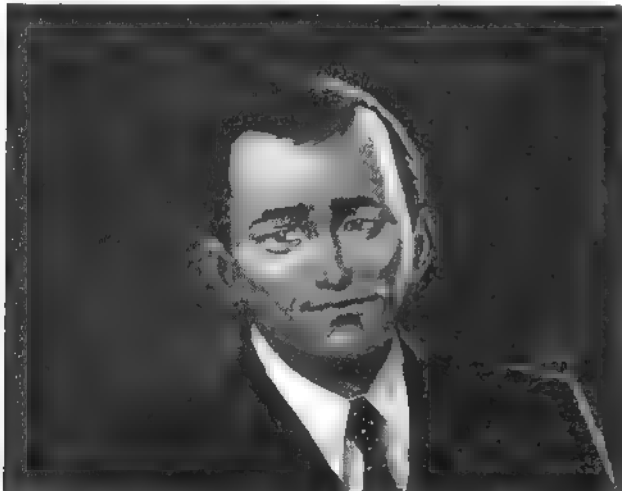
*Must travel by boat to get there

GETTING THERE

The characters will arrive in San Francisco by plane. Their arrival time depends on when they left Europe. The total travel time from Paris to San Francisco is approximately 15 hours. Zorin will have arrived at 11 P.M. (local time) on April 13. It is assumed the characters will arrive some time later, possibly very early the following morning (say, 4 or 5 A.M.). Thus, the characters will most likely begin their investigations late in the morning.

The characters will have all of the 14th and the 15th to carry out their investigations. Operation Main Strike is set to go on the morning of the 16th.

There is no M.I.6 Station House in San Francisco. If the characters contact the C.I.A., they will be assigned a liaison agent, Chuck Lee. If the characters phone ahead, Lee will meet them at the airport. Otherwise, he will suggest they meet on Fisherman's Wharf.



Lee is a Rookie rank C.I.A. operative. He will be available to give characters general information about the San Francisco Bay area. He will also give them a map of the area (a prop from the Mission Envelope); if the characters do not meet Lee, get them the map by any logical means, such as when they pick up a rental car at the airport. Lee should not become actively involved with the characters' investigations of Zorin. During his first meeting with the characters, Lee will give them a short briefing about Max Zorin Oil. In the event the characters are doing badly in their investigations, Lee can then tell them the location of the Max Zorin Oil offices, the Pumping Station, and the Hayward Oil Well.

Note: No game information is given for Lee. If you need to create game information, use the *Fellow Secret Agent Table* in the chapter "How to Use Non-Player Characters" in the James Bond 007 Game

The characters, when they arrive in San Francisco, should have one or more of these clues to investigate:

1. The check Zorin wrote was drawn on a branch of Monarch Trust in San Francisco.
2. The flight Zorin took out of Paris connected to a flight to San Francisco.
3. Bob Conley works for Max Zorin Oil in San Francisco.

Thus, when the characters arrive, they will most likely seek out information about those clues. Logical investigative methods will turn up the following items:

The Bank: The branch of Monarch Trust is located at the corner of Folsom Street and 10th Street in downtown (see the street map of downtown San Francisco on page 26). Investigations at the bank, presumably done using a cover and Persuasion attempts, will yield this information:

1. The check has not yet cleared.
2. Mr. Zorin is a valued customer who lately has been making large withdrawals.
3. Zorin established the account one year ago.

Each of these facts will require a successful Persuasion attempt to be revealed.

The Airport: At the airport, investigations will reveal (using the same methods as outline above) when Zorin's flight arrived, the fact that his entourage traveled with him (May Day, Conley, Scarpine, Jenny Flex, Mortner and Pan Ho), and that he left for parts unknown.

Bob Conley: The location and telephone number of Max Zorin Oil are listed in the telephone book; the offices are at the corner of 92nd Avenue and G Street in Oakland (see the street map of Oakland on page 24). Neither Max Zorin nor Bob Conley have any listings. The location of Zorin's and Conley's residences should never be known.

The characters, if they have discovered her name, will also find Stacey Sutton listed in the telephone directory. Her address is given as Whitewood Grounds on Skyfarm Drive in Hillsborough (see below). Depending how much you think the characters need help, you might have Chuck Lee know where Stacey lives.

Clues and events that will happen in the major locations in the San Francisco area are described below. The combination of the clues and Stacey's and Lee's help should help the characters determine what Zorin is planning. It is expected that the characters will first attempt to stop the explosions at the Main Strike Mine and then deal with the Pumping Station and the well in Hayward. They will be unable to stop the draining of San Andreas Lake, but this should have no effect on their Experience Point award (see Part IV: A. Consequences).

Since the three parts of Operation Main Strike (the San Jose blast and the earthquakes along the Hayward and San Andreas faults) are set to go off at the same time, the characters cannot possibly stop all three. The San

Andreas Lake situation will become apparent only when the characters reach the Main Strike Mine, and they will not be able to do much about it. Their time will be much better spent trying to deal with the mine and the well.

A successful mission will depend on whether or not the character prevent the San Jose/Main Strike quake and/or the Hayward quake. Total success depends on stopping both.

IVANOVA AND THE KGB AGENTS

A further complication for the characters is the arrival of the KGB agents, headed by Pola Ivanova. She will be accompanied by one or two other Rookie-rank NPCs (if they need to be played, you can generate their game statistics by using the Fellow Secret Agent Table in the chapter "How to Use Non-Player Characters" in the *James Bond 007 Game*) if there is more than one Player Character on the mission. If only one character is playing, she will be on her own.

The KGB has assigned her to keep track of Zorin and find out what he is up to. Pola attended the costume party at Zorin's chateau. She will reappear somewhere in San Francisco (say, undercover at Zorin Oil). This could lead to some interesting encounters.

The two most logical places to have the characters encounter her are either at Max Zorin Oil or the Pumping Station. If the characters have not encountered her by the time they arrive at the Department of Conservation or the Hayward well or the Main Strike Mine, then leave her out; the characters have done well enough without her.

If she is encountered, the character will be able to get some information from her if she has a favorable Reaction to the characters. (A romantic interlude here is not out of the question.) If she does make friends with the characters, she will reveal a single clue. You should choose the appropriate clue based on the characters' needs, how much they have already discovered, and what else they need to learn. The clues Ivanova will have available include:

1. Three Strikes Enterprises is owned by Max Zorin.
2. Zorin Oil has been buying a great deal of explosives from the Garrucchi Brothers firm
3. Bob Conley has a very suspicious background; Pola knows of the incident in the Middle East (see his background in Part II).
4. Mortner is Hans Glaub; she knows his and Zorin's backgrounds.

She will *never* reveal that Zorin is a KGB agent.

If Ivanova reacts badly to the characters, she will ignore them and continue her investigations, but will not be heard from again during the adventure. She will allow Zorin's plans to go on.

MAX ZORIN OIL

This will probably be one of the first important locations the characters will visit in San Francisco. If they know that Bob Conley works for Max Zorin Oil, they

may come here looking for him. Chuck Lee will also know of the existence of the company. The address of the offices in Oakland can be found by checking a telephone directory.



The offices are Zorin's personal center of operations and also the business address for the oil well which is located in Hayward (see Part III: G. The Hayward Oil Well Site, below). If the characters attempt to gain information here during the day, they will be told that neither Zorin nor Conley are available but "are due in any minute now," according to the bubbly, over-courteous secretary, Miss Christen.

If the characters try to break into the offices off hours, the front door will be locked (−3 Ease Factor modifier to Lockpick) but there will be no guards on duty. The characters will be able look around all they wish. The small suite of offices is quite unpretentious and looks like a normal business center. Conley has an office here, but an investigation will reveal nothing unexpected in the office of the managing director of an oil well. However, they will be able to find in his office the location of the Pumping Station and the Hayward Oil Well (see Part III: G. The Hayward Oil Well Site, for more details on these locations), both owned by Max Zorin Oil.

Zorin also has an office here. The door is locked (−2 Ease Factor modifier to Lockpick), and a successful PER roll will reveal a hidden safe behind a portrait of the composer Richard Wagner. This safe can be cracked (−4 Ease Factor modifier) and within there are some documents.

If the characters crack the safe, hand them the business ledger prop from the Mission Envelope. The letterhead on the ledger is an important clue; it reads "Three Strikes Enterprises, Alameda Road, Oakland." This is Zorin's dummy corporation which owns the Main Strike Mine (see Part III: F. Main Strike Mine, below). If the characters go to the address listed, they will find an empty warehouse.

GARRUCCHI BROTHERS

The characters may decide to visit this location, either from one of the entries for payment found on the business ledger prop from Max Zorin Oil or from contact with Pola Ivanova. Garrucchi Brothers is a small firm specializing in fireworks and explosives. Their office is located in the Golden Gate Park area of San Francisco. The owners are brothers who moved to the United States from Italy ten years ago. If the characters question either brother, they will be told: "Yes, indeed, Three Strikes Enterprises has purchased a considerable amount of dynamite lately — supposedly they need the dynamite for a new mine." Neither brother will know the location of the mine. The address to which the explosives were delivered is the same as Max Zorin Oil.

WHITEWOOD GROUNDS

This is the manor home of Stacey Sutton. You can show the players the illustration of the house (see below) when their characters reach it. The characters will arrive here in one of two ways: they may Tail Stacey from the Department of Conservation office, or they may look up her phone number, get her address and drive to see her. In either case, she will be home.

Whitewood Grounds is located on Skyfarm Drive in Hillsborough, just south of San Francisco. The map of Hillsborough on the Gamesmaster Screen shows the location of the house. There is no security system, and the characters can approach the house with ease. If they drive up to the house or have Tailed her from the office, Stacey will hear the car and hide (see below). If they approach on foot after getting the address and attempt to sneak in, she will be unaware of their presence and will not try to trap them. In this case, she will demand to know who they are and what they want, since she is convinced they work for Zorin. She will still have to be Persuaded (as outlined below), or she will insist they leave. When she shows them to the door, the attack ordered by Zorin will begin (see below).

If Stacey knows they are coming (or hears them enter should they fail their Stealth rolls), she will go upstairs to the bathroom in her bedroom and start to run the shower. She will leave the doors open so any characters entering the ground floor will hear the water running. She will then get her trusty shotgun, load it with rock salt, and hide behind the armoire (a large, ornate wardrobe).

The characters will probably assume she is taking a shower and will quietly enter the bedroom and head for the bath. The sound of running water will cover any sounds Stacey might make; unless the characters search the room immediately after entering, Stacey will be able to get the jump on them.

As the characters approach the bathroom door (or as they discover her hiding place), she will jump out and tell the characters to put their arms high in the air and to drop their guns. The shotgun pointed at them in a very professional attitude should convince them to obey. She will not shoot them but will question them closely about their association with Zorin and their purpose in coming to visit her.

The characters must Persuade her (getting at least a "???" result) to convince her that are not in league with Zorin. If she is not convinced, she will escort them to the door and ask them to leave (at which point the attack on her by Zorin's men will begin).

Once she is convinced, she will put down the gun and begin to tell them her life story as presented in her background. At this point, shots will ring out and the window will shatter. Two of Zorin's men have come to give her a scare; when they notice the characters there, the hoods will attempt to kill them and Stacey. You might suggest that one of the characters grab the shotgun and attempt to use it. The gun, of course, is not loaded with ammunition, just the rock salt. Its Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
-1	1	2	I	0-5	10-20
	CON	JAM	DRAW	RL	
	+3	96-99	-3	4	



Note: *The Damage Class of 1 applies when the shotgun is loaded with real ammunition*

A target hit with the rock salt will fall over as if struck by buckshot, but will rise again in three rounds. The scene where Stacey reveals what she loaded the shotgun with is supposed to be funny.

The men attacking the house have the following game statistics:

ZORIN'S MEN

STR	DEX	WIL	PER	INT
7	8	6	6	5

HAND-TO-HAND PRIMARY CHANCE: 10

FIRE COMBAT PRIMARY CHANCE: 14

SPEED: 1

They will be armed with AKM's (no reload). Since they certainly did not expect to find anyone in the house worth reckoning with, they will be quite surprised to discover the characters. Their initial attempt to scare Stacey will become more deadly. They will try to keep their distance, covering for each other as they gain entry into the house. They will fight until wounded and then run off. Stacey will not know who they are or what they wanted. Should they be captured, the hoods will know nothing except who hired them — May Day.

After all the hubbub, Stacey will, even if not Persuaded (the attack accomplished the equivalent), sit down with the characters and explain to them her involvement with Zorin as presented in her background. She will show them the check Zorin wrote and rip it up, demonstrating her resolve to fight him. She will tell them of her suspicions that Zorin is up to no good (with no specifics to add to what the characters already know). She will suggest that, since she works at the the Department of Conservation, she can get them in there if they wish, since they might be able to find some incriminating evidence there.

Once the characters befriend her, she will stick with them like glue. Any romantic involvement between her and a character is up to you and any particular character's Weakness.

THE DEPARTMENT OF CONSERVATION (Division of Oil and Mines)

This office is located in City Hall, which itself is located at the corner of Van Ness Avenue and Grove Street in downtown San Francisco (see the map of downtown San Francisco on page 26). The Department is in a small office located on the 12th floor. The commissioner is Robert Smith, and he works a 9-to-5 job, keeping tabs on the oil and mining companies in the Bay area.

Robert Smith's characteristics are:

STR	DEX	WIL	PER	INT
2	3	3	5	5

Stacey Sutton works here as an assistant to Smith (see her background in Part II). If the characters have not visited Stacey at her home and instead come here first

during the work day, they will see her leaving the office as they arrive. She will be on an errand for Smith and will try to avoid the characters at all costs. She will be driving a company car, not her Ferrari. If the characters Tail her to her home, however, she will be driving her own car.

The characters may arrive here either during the business day to talk to Smith or during a break-in at night. The information the characters need will be in files that Smith will not allow them access to during a daytime visit. Smith will be cooperative but firm in his denial to reveal anything of substance concerning Zorin or his operation. Smith has been paid off handsomely by Zorin to keep his name out of the limelight.

Smith will, if a Quality Rating 1 is obtained on a Persuasion roll, reveal a hint of Zorin's influence over him (such as "Look, I have nothing to tell you about Zorin, and even if I did and he found out . . ." with Smith's voice then falling off). He will then dismiss the characters in a gruff manner.

If the characters break in during the night, they might do so either with Stacey as their ally or on their own. In either case, the break-in will trigger the encounter with Zorin (see below) and set into motion the events that begin the final night of the adventure.

Breaking it without Stacey will be very simple; the locks on the front door, the floor entrance and the office door can both be Lockpicked (+2 Ease Factor modifier). Once in the office, 15 minutes will go by while the characters search the place.

In the filing cabinets will be information about the Main Strike Mine and the Max Zorin Oil operation. The folder concerning the Main Strike Mine will be located in the Three Strikes Enterprises file. The characters will have to know either the name of the mine or the name of Zorin's dummy corporation to find the information. They will have leads either from the Max Zorin Oil office or the Garrucchi Brothers.

In the Three Strikes Enterprises folder will be a permit that allows the Three Strikes Enterprises group to conduct mining with explosives at the Main Strike Mine. Stacey will know where this mine is; if she is not present, the characters can locate it on a wall map in the office.

The date on the permit for the explosions is the date of the big quake — the next morning. The demolition suppliers are the Garrucchi Brothers. The signature on the permit is Max Zorin's.

There is another permit in the Three Strikes Enterprise file that allows Zorin Oil to begin drilling a new well at the Hayward Oil Well site. If Stacey is with the characters, she will recognize the location as being directly over the Hayward fault. If she is not present, the characters will have to cross-reference the location with a wall map in the office and succeed at an INT roll (+2 Ease Factor modifier) to deduce that information.

If Stacey is with them, she will inform the characters what could happen if oil is taken out of that area and water under high pressure is pumped into the fault. She will explain, or the characters can deduce this information if she is not present by succeeding at a Science roll (+3 Ease Factor modifier), that water is pumped into

fault areas when oil is removed to keep the underground pressure the same in order to prevent any shifts from occurring along the fault.

She will mention (or the characters can find out by reading the file if she is not there) that Zorin Oil owns a pumping station out in the Bay offshore of Oakland International Airport. She suspects Zorin of nefarious scheming and will note that water pumped into the fault area under too much pressure could cause an earthquake.

She will underestimate the severity of the effects because she has no idea what pressure the water will be under. If she is not with them, any character with a Field of Experience of Mechanical Engineering can also figure it out. If no character has this Field of Experience, have them make a Science roll (-3 Ease Factor modifier) to figure it all out.

Confronting Zorin: After the characters have had their time to search the office, Smith will show up along with Zorin, May Day, Pan Ho, Jenny Flex and Scarpine (they had a meeting planned at which Zorin was going to plant some evidence in Smith's office that would help his alibi for the disaster the next day). The entrance of the NPCs should be a complete surprise and should be staged so that the characters are caught riffling through the files or bending over the map.

If, for some reason, it is not logical for Smith to show up at the office, Zorin will Tail the characters on their way to the office or will be lying in wait for them, whichever you see fit. The emphasis of the meeting is that, when Zorin has the characters in the office, he will try to eliminate them once and for all.

As Zorin, Smith and the others enter the office, the characters should realize how outnumbered they are. If

they decide to fight, play out the scene as fairly as possible, and if the adventure ends here because of the characters' death, so be it. If Zorin is killed, then the characters will have to stop Mortner, who will take over for Zorin at Main Strike Mine and the Hayward Oil Well and see to it that the plans are carried out.

If the characters do not fight, Zorin and the characters may engage in some witty repartee at this point, especially if Stacey is with them. Zorin will bare his teeth and his true nature to all and sundry, revealing his egomania, anger and frustration with the characters, and his unstable emotional nature; however, he will reveal *nothing* of his plans, except that they will reach fruition at dawn the next day. Zorin is enough in control of himself that he will not reveal his plot in such an emotional outburst.

After the talk, Zorin will whisper to Scarpine, Pan Ho and Jenny Flex, who will then leave to start a fire and to destroy the characters' vehicle. Smith will be too frightened of Zorin to be of any assistance to the characters. Zorin and May Day will then herd the characters, Smith and Stacey to the elevator; he will open the doors and force the party to enter. Zorin will then close the doors and send the elevator "Down."

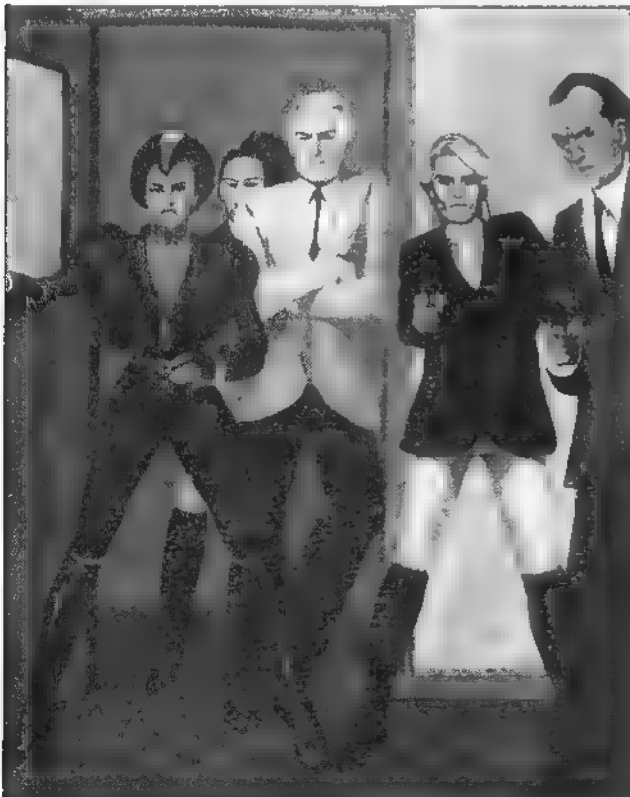
Trapped in the Elevator: Once the elevator is between floors, Zorin will stop it. The characters may at this point do one of two things: wait or try to escape. Assuming they elect to escape, their only choice is the emergency hatch in the roof. Unfortunately, this hatch is stuck and will require a character to succeed at a STR roll (-4 Ease Factor modifier) to open it. This roll may be attempted as many times as necessary to succeed. Keep track of each attempt, explaining to the players that each roll represents 30 seconds of pulling, pushing and generally forcing the frame in order to get the hatch to open.

The characters have 12 minutes to get out of the car and to safety before the cable breaks because of the fire (they, of course, will not know this). Keep track of the time they spend in their efforts.

Once the door is open, the characters will immediately smell smoke. As they scramble onto the roof of the elevator, they will see smoke and flames both two floors above them and directly below them. The flames are licking out under the elevator doors on the higher floors. High above them, the rubber wrappings around the cables that hold the elevator car are also on fire as is the elevator's motor housing. There is only one way for the characters to escape: They must climb up to the floor they just left, force open the doors, and scramble out onto that floor.

To reach the ledge where the doors are, the characters must make a Mountaineering roll (-2 Ease Factor modifier) to shimmy up the cable to a cross-brace above them and thence over to the ledge. A failure indicates the character slipped back down onto the car. The attempt has a Base Time of two minutes. You must keep track of how long it takes the characters to accomplish this task.

Only one character can attempt to get to the ledge at a time, and only two can fit onto the ledge. Thus, since



there will be at least three people in the elevator (one character, Stacey and Smith), the only way to get all three to safety is by opening the elevator doors to the floor. This requires a STR roll (+1 Ease Factor modifier), and has a Base Time of 30 seconds. Once the doors are open, the hallway will be clear of smoke and people, and a fire hose will be conveniently located in a nearby wall cabinet. The hose can be lowered to anyone still in the elevator and can be climbed fairly easily (with help) in 30 seconds.

Note: *By the time the characters reach the hose, the fire will be totally out of control. The characters will be able to escape, but they cannot put out the fire.*

After 12 minutes are up, the cable will snap. Any characters on top of the elevator can make a one-shot attempt (again a Mountaineering roll) to grab onto a nearby object to avoid falling to their deaths. If the fire hose has already been lowered, the Ease Factor modifier to grab on to the hose is +3; to grab onto anything else it is a -2 modifier. If the roll fails, the character falls down the shaft and dies.

Once the doors on the ledge are open, the characters standing there can help pull up anyone who is still on the

elevator roof or has grabbed onto something to prevent his fall.

Once the characters get onto the floor, they can walk down the stairway to the ground; there they will find considerable turmoil as San Francisco's firemen fight the blaze, which by now is engulfing City Hall. Since the characters will be seen leaving the building, they will be accosted by police and fire officials who will insist they stay and be interviewed about the blaze, which is obviously suspicious. Since the characters will now be in a hurry, knowing that Zorin's plan is about to go off, they will have to Persuade the Fire Chief (WIL· 10) to let them go and be interviewed later, or they will have to escape using any available vehicle. (Zorin, in a fit of pique, will have destroyed whatever vehicle the characters had.)

The characters may decide to use a fire truck (as happens in the movie). The Attributes for the fire truck are

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	3	25	60	125	5	23

The characters will now most likely head for one of three locations: Main Strike Mine, the Hayward Oil Well, or the Pumping Station.

F. Main Strike Mine

Here, where the two faults meet, is the central location of Zorin's plot. If he can create quakes along the San Andreas and Hayward faults and then create an immense slippage through a massive explosion at the faults' juncture, he will cause the whole south end of San Francisco peninsula to sink 5 to 20 feet. The waters of the Bay will wash over in a tidal wave, swallowing Silicon Valley and all the American microchip technology with it.

See the map of the entire San Francisco Bay area on the Gamesmaster Screen; the location of the mine is to the east of San Jose. The characters, once they have escaped the fire at City Hall, may arrive there very late at night. Zorin (unless he is dead, in which case Mortner will take over for him and continue the plan) will already have arrived at the mine.

GETTING IN

The characters will somehow have to get into the mine complex. You will notice on the map of the complex (on page 24) that the mine is surrounded by a steep ravine. These steep mountain sides are covered with boulders, underbrush and sharp crevices. They can be climbed, but the character must use Mountaineering to scale them.

Another way to enter is by using a cover. When the characters arrive, the place will be extremely busy, since everyone is getting ready for the events of the morning. There will be a dozen workers running around the place in addition to Mortner, Jenny Flex, Pan Ho, Scarpine, Conley, Zorin and May Day. Last minute shipments of

Zorin Oil's open-back, canvas-covered trucks (containing explosives) will arrive as the characters watch. They may, if they wish, attempt to waylay and commandeer such a truck.

The trucks have the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	5	25	45	300	2	4

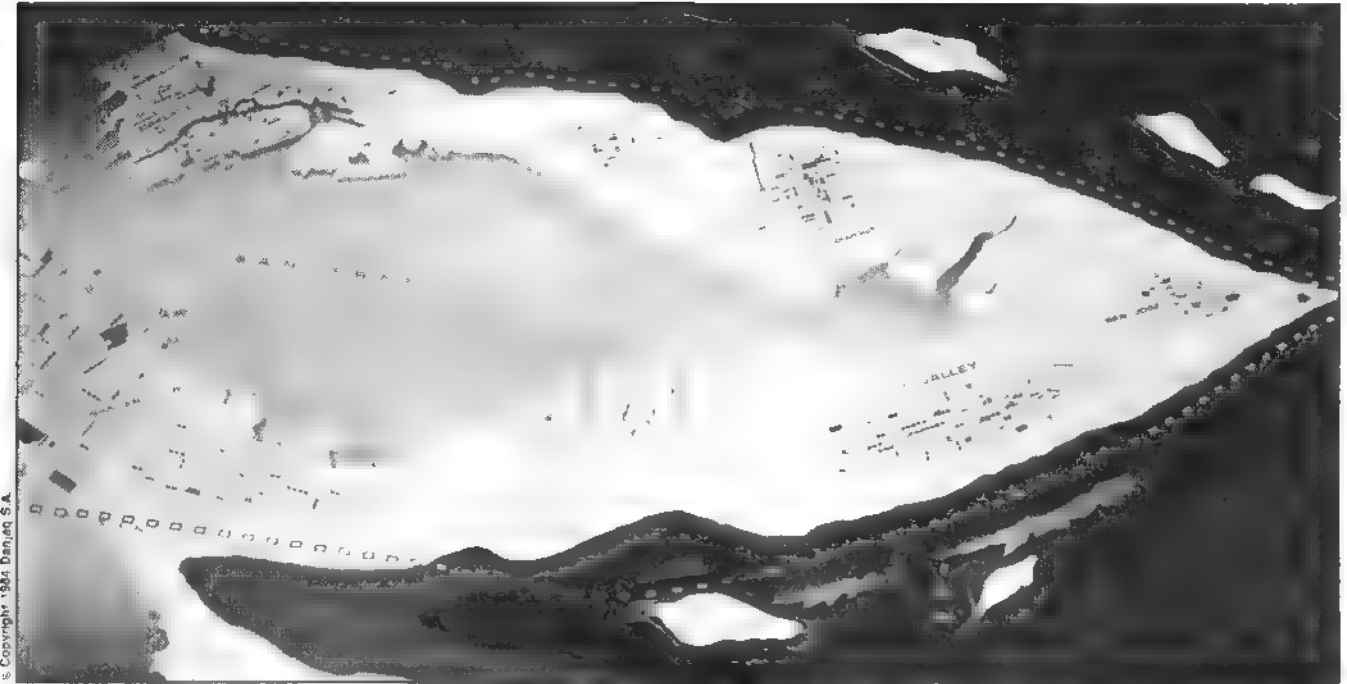
There are many methods the characters can use to get into the complex, and you should give them every chance to do so. If they have gotten this far, they should not be allowed to die on the slopes of the ravine.

The guard at the gate entrance will check out the characters if they enter in one of the trucks. The characters must have a good story, or they will be stopped. Zorin will then be notified via the radio in the shed. The characters will be tied up and taken to the explosives chamber inside the mine (see below); they will somehow have to escape to prevent the explosion and their deaths.

IN THE MINE

On the open grounds of the mine, the characters will see mining cars running on tracks back and forth to the parking lot. They are carrying explosives into the mine. The blimp will be moored at its site. The miners' lodgings are dark, as are the offices and storage buildings.

Interior of the Mine: Assuming the characters get inside the mine itself, they will see the last shipment of explosives loaded onto the winch platform and lowered into the chamber (see the layout of the mine's interior on page



25). The office will have lights on, and Zorin, Conley, May Day and Mortner will be inside, discussing the last-minute details of Operation Main Strike. At the same time, Jenny Flex, Scarpine and Pan Ho will be down in the chamber, arranging the explosives (see the layout of the explosives' chamber on page 25). The characters will not see these NPCs at work. The remaining workers will all be outside, since Zorin does not want them snooping around at this point.

The Office: After a few minutes, Zorin and his minions will leave the office and leave the mine. Bob Conley will stay and take the winch elevator down into the explosives' chamber, leaving it at floor level of the chamber. Jenny Flex will then ride the elevator back up and follow Zorin outside. The characters should have enough time during this trip to enter the office.

In the office they will see a three-dimensional model, labeled "Demo Model," of the San Francisco Bay area, from the city itself all the way down to Santa Clara County. There is a small control panel off to the side. Pressing the first button will cause the San Andreas Lake to drain, and the model will split open along the San Andreas fault line. Pressing the second button will cause the model to split along the Hayward fault line. Pressing the third button will make the area around the mine site crack open, causing the entire Silicon Valley area to drop down and the model Bay water to move over to cover the valley.

It should be obvious to the characters at this point what is going on. The most immediate action to put into effect is to deal with the explosives they saw being lowered into the chamber.

The Explosives' Chamber: The winch elevator is the only entrance into the chamber where the explosives are being set. The winch elevator is operated by switches on

the winch itself, on a panel on the ground level, and on the wall in the explosives' chamber. Once one of these switches is thrown, the elevator will travel the length of its run, either all the way up or all the way down. It travels at a speed of 5 feet every 10 seconds. It cannot be lowered without a great deal of racket, inevitably attracting the attention of the people working in the chamber.

The winch elevator is made of a metal strap frame with plank flooring made of 2"×6" boards. It is almost indestructible.

The characters have the option of waiting until the NPCs in the chamber finish arming the detonator (a 30 minute process) before going in and disarming it, or of going into the chamber immediately and trying to prevent it from being armed. The characters should not know that it is much harder to disarm the explosives after they have been prepared to fire.

It is impossible to detail how the characters might enter the chamber or what could happen to them while in there. Suffice it to say that all the NPCs in the chamber are armed (Scarpine, Conley and Pan Ho), but they have no way to notify Zorin that they are under attack (there is no communication between the chamber and the office or outside). Also, any shots fired have a 25% chance of setting off all the explosives in the chamber, so give the players a hint of the danger.

Zorin plans to leave the mine once the group in the explosives' chamber has armed the detonator. They will notify Zorin that the explosives are ready, and he will wait for them to join him in the cabin of the blimp. They will then fly away. If more than 45 minutes pass and his people do not show up, Zorin will send Jenny Flex and May Day into the mine to see what is wrong.

It is assumed that the characters will defeat Scarpine and friends during the 45 minutes. Since May Day will then appear to investigate, you should attempt to arrange a climactic final fight between her and the characters,

preferably Hand-to-Hand. It can take place in the main chamber or the explosives' chamber, whichever seems more interesting. If there is only one character at this point, do not have Jenny Flex accompany May Day, since she would tip the odds too much against the character.

If May Day and Jenny do not return, Zorin will leave, assuming things have somehow gone wrong. He will still attempt to bring off the quakes at Hayward and San Andreas Lake.

DISARMING THE EXPLOSIVES

The detonator is a self-contained, radio-controlled explosive device; it can be detonated from controls in the gondola of the blimp. It is quite heavy (550 pounds) and takes at least two people to carry it. If it explodes, it does Area Weapon Damage Class 5×L. The explosives in the

chamber are boxes of dynamite, which are set off by the detonator.

To disarm the detonator, the characters must open it up and, using Demolitions skill, obtain a Quality Rating of 3 or better to deactivate the radio detonator (a Base Time of 25 minutes). If there is time, the characters might be able to drag it out of the mine, where it can explode without setting off the dynamite.

The characters may take some of the dynamite with them after they deactivate the detonator. The dynamite may come in handy for destroying the Hayward Oil Well pumps.

One stick of dynamite does Area Weapon Damage Class I; two sticks, Damage Class J; three sticks, Damage Class K; four sticks, Damage Class K×2; five sticks, Damage Class K×3; and so on. The sticks are set off by blasting caps.

G. The Hayward Oil Well Site

The well is quite small and draws just enough crude to keep the operation profitable but not enough to expand. The well started to run dry after Zorin bought it, and the profits have never been as great for him as they were for Sutton.

Zorin's use for this well is related to its location. In addition to drilling for oil and pumping out the crude, Zorin has also drilled shafts into the area of the Hayward fault, a branch of the San Andreas fault that runs under the city of Hayward. This branch of the fault normally slips slowly and continuously, causing shifts of a few inches every 5 to 10 years. This constant motion is an annoyance but prevents the big earthquakes from affecting the area.

Zorin uses the Pumping Station (see below) to pump water through an underground pipeline from San Francisco Bay to the well site. This water is used to replace the oil taken out of the ground, so the overall volume of material underground stays the same. This keeps the relative pressures equal and prevents more slippage and the possibility of a quake.

Zorin now intends to pump a massive amount of water, under great pressure, both into the well and also the fault itself. The pressure of this water will cause a major slip in the fault and a major quake on the Oakland side of the Bay.

The layout of the Hayward Oil Well site is on page 26, and a street map of Hayward is on the Gamesmaster Screen. You can also refer to the map of the San Francisco Bay area on the GM Screen to determine the relative distances of the oil well from other locations in the Bay area.

GETTING THERE

The characters may arrive here at two times: first during a general investigation before the morning of the quake, and second just before Operation Main Strike is put in effect in order to stop it. If they arrive to investigate

before the quake, they will see the layout as the map (on page 26) presents it, but without Zorin's blimp. The map shows where the blimp is normally moored. The operation of the well will appear normal. Any employee questioned by the characters will be unable to reveal any pertinent information, since only Zorin and his entourage know of his plans and none of them will be present.

The characters will not be allowed to enter any of the buildings or look at any of the equipment (the prevailing attitude being "What the hell do you want to snoop around here for?"). There is no air of high-security, nor does there need to be one; all major drilling was done underground and so is inaccessible to any of the current workers or "visitors."

The trailer that serves as the office will be occupied by workers and supervisors. There are no clues to be found here.

The pump shed is a simple wooden building which houses a secondary water pump for the water line running from the bay.

Note: *The fact that the shed contains the pump should not be obvious. The only way the characters can determine its function is by successfully Persuading an employee to reveal this fact.*

If the characters arrive here the morning before the big quake, they will find very little activity. If they arrive here before going to the Main Strike Mine, they can easily overpower the two night guards and demolish the pump, assuming they have the right equipment (see below).

STOPPING OPERATION MAIN STRIKE

If the characters arrive at this site after the Main Strike Mine, Zorin (if he is still alive) will already have arrived in his blimp accompanied by whoever survived the fight at the mine. Zorin intends to make this third part of his plan still work, allowing the characters another

crack at him. This also gives Zorin another chance to kidnap Stacey, assuming he has not done so already (see "The Golden Gate Bridge," below).

The characters will find all of Zorin's remaining entourage in the office. The characters should, at this point, be discovered by someone (such as Jenny) and then disarmed and held at gunpoint (possibly also tied up). The entourage will then enter the cabin of the blimp as the earthquake approaches. If Stacey is with the characters, Zorin will abduct her. The characters will have to figure out some ingenious way to escape, and then either prevent the water from being pumped into the fault or chase Zorin.

The characters can attempt to prevent the water from reaching the fault by demolishing the pump in the shed. The pump can be destroyed by setting off an explosion in the pump shed of at least Area Weapon Damage Class K (using Demolitions skill) or by firing two full clips of bullets from a weapon doing Damage Class J or better into the pump itself. Note that there is no map of the pump shed, so you will have to use your imagination to create it.

Explosives doing Area Weapon Damage Class K may be obtained from the explosives found at the Main Strike Mine (see Part III: F. Main Strike Mine).

THE PUMPING STATION

The second factor in creating the Hayward fault earthquake is the Zorin's water Pumping Station located in San Francisco Bay. The Pumping Station is a derrick-like platform set 500 yards west of the northwest tip of Oakland International Airport. The only way onto the platform is by taking a boat or swimming out to it and then climbing or being invited onboard. See the map of Oakland on page 24 and the map of the San Francisco Bay area on the Gamesmaster Screen.

Note: No floorplans are included for the Pumping Station. When the characters reach the station, show them the illustration of it on this page.

The employees at the Pumping Station will act just like those at the Hayward Oil Well. No one there will know anything about Zorin's plans, nor will they volunteer any information other than common knowledge (that the stations pumps water to the Hayward Oil Well by means of an underground pump).

The characters may wish to prevent the station from pumping water on the morning Operation Main Strike goes into effect. Attempting to take the station by storm at that point will be nigh unto impossible; Zorin has put his best men on the station to guard it. Zorin, of course, is more than willing to let the men die for his cause. If the characters do storm the Pumping Station, you can use the same game statistics for the guards as for the the men who attacked Stacey (see page 38). Increase each man's characteristics by 1 and their Primary Chances by 3.

There are 24 men on the station. The only effective way to disable it is to blow it up. To disable the Pumping Station requires damage equal to *three* Area Weapon Damage Class K explosions

MAX ZORIN'S BLIMP

Once Zorin begins Operation Main Strike (that is, once he reaches the Main Strike Mine after confronting the characters at the Department of Conservation), he will not travel on land anymore until the earthquake is over. He will use his blimp to get from place to place. The blimp will be moored at the Main Strike Mine when he arrives, and Zorin and company will use it to go to Hayward when the work is done at the mine.

The blimp is about 100 feet long and has a "Max Zorin Oil" logo emblazoned on its side. The gondola of the craft can seat 25 people. It is not armed in any way. However, there are fire axes onboard (which may come into play as described below). A fire axe increases a character's Hand-to-Hand Damage Class by 3.

The blimp has the following Attributes:

PM	RED	CRLS	MAX	RGE	FCE	STR
-1	7	50	100	950	3	9

The blimp can only perform Pursue/Flee and Force maneuvers.

THE GOLDEN GATE BRIDGE

This romantic landmark will enter the adventure only if the following events have transpired:

1. Zorin's plans have been foiled but he is in control of and piloting the blimp.
2. Stacey Sutton traveled with the characters to either the Hayward Oil Well site or the Main Strike Mine (wherever Zorin's plans were foiled) and has, at the moment, been separated from the characters.
3. The characters are alive.

If these conditions apply, Zorin will abduct Stacey in



order to kill her. How he will do this depends on the situation, but in general, he will swoop down with the blimp, lean out of the cabin and snatch her bodily off the ground. The abduction should be timed to allow the characters the chance of seeing this dastardly deed. The characters then, if they wish, can attempt to catch the blimp and rescue her. The characters do not have to do this if they do not want to; however, characters with an Attraction to Members of the Opposite Sex should.

If they are on foot, the characters will be able to run up and attempt to grab onto a mooring rope the blimp is dragging along the ground. It requires a Mountaineering roll (-1 Ease Factor modifier) to hold on to the rope once airborne. Zorin, seeing the characters grab on, will curse them and head for the Golden Gate Bridge. While the distance between any of Zorin's locations and the bridge is rather extreme, you can use dramatic license to compress the time needed for the blimp to traverse the distance (as happened in the movie).

The characters will be dangling on the rope 50 feet below the cabin, and they must climb up the rope to get to Zorin. The rope is attached to the bottom of the gondola. The characters must make a Mountaineering roll (-1 Ease Factor modifier) to move up 5 feet on the rope (a Base Time of 30 seconds). It will take Zorin 6 minutes to reach the bridge.

If the characters reach the cabin before Zorin reaches the Bridge, they can force open the door, swing up onto the cabin and engage Zorin, Mortner and whoever else of Zorin's lackeys is alive and onboard at this point in combat in the cabin.

If Zorin reaches the bridge first, he will attempt to fly over it and smash the characters into one of the suspension cables. If the characters are within 10 feet of the gondola, this maneuver is impossible, and Zorin will instead attempt to swing the blimp wildly around in hopes of making the characters lose their grip. In this case, apply a -3 Ease Factor modifier to each of their Mountaineering rolls.

All this, of course, is great fun for Zorin (he will, by this time, have obviously lost control of his sanity). The only hope for the characters, if Zorin is trying to smash them, is to slide down the rope and time the moment of the next impact so that the rope will hit the cable above their heads and their momentum then carry them around, up and over the bridge's cable in order to *moor the blimp to the bridge*. This requires a DEX roll (-3 Ease Factor modifier).

A character must think of the mooring tactic himself or else sacrifice 3 Hero Points to have you suggest it to him. If this approach is not used, the characters will be smashed into a pulp when they hit the bridge or will be shaken off the rope and fall to their deaths.

Once the blimp is moored, the maniacal Zorin will get out of the cabin, armed with the fire axe, and jump down to the cable (the gondola should be fairly close) to kill the characters. He will reach the bridge's suspension cable and attack the characters. Remember that these cables are large enough for a man to stand on. The Hand-to-Hand Combat is now to the death — winner take all.

If Zorin is defeated, Mortner (assuming he is still alive) will attempt to light and drop a single stick of dynamite (Area Weapon Damage Class I) in the general direction of the characters. If Stacey is still in the cabin, he will instead light it and drop it into the cabin, committing suicide but taking Stacey with him. To prevent either of these actions, the characters can try throwing the fire axe at Mortner in hopes of forcing him to drop the stick outside the open cabin door. This is the recommended course of action, but certainly not the only one.

If the dynamite is thrown, you can resolve the toss by using the rule for hand grenades in the *Q Manual* and applying the damage to the characters. If you do not own the *Q Manual*, make a DEX roll (-1 Ease Factor modifier) to resolve the attack. A success at this roll will kill the characters (there really are few places to hide while standing out on a suspension cable of the Golden Gate Bridge).



Part IV: Adventure Information



A. Consequences

Success in the adventure depends on how much of Zorin's plans the characters manage to prevent. Obviously, the less the damage by Zorin, the better the characters have done. Since Zorin's plans do not include anything as drastic as the onset of World War III, success on his part, while devastating to the San Francisco area, will not lead to the end of civilization or world dominance by Zorin.

IF THE CHARACTERS FAIL

The characters will fail the mission if all three parts of Operation Main Strike go off as planned. It will be impossible for them to stop the earthquake along the San Andreas fault, since the tunneling operations under San Andreas Lake are complete. However, the other two parts of the plans — the explosion in Main Strike Mine and the pumping of water into the Hayward fault — can be prevented.

Should the characters totally botch their mission, allowing the three parts of Operation Main Strike to succeed, then Zorin's plan works. Silicon Valley will indeed be destroyed and he will take over the world's market in microchips. The mission is a failure, and the award of Experience Points should reflect this failure.

If the characters prevent the explosion at the Main Strike Mine, but do not stop the earthquake at the Hayward fault, there will be serious earthquakes on both sides of the Bay and many people will be killed. Silicon Valley, however, suffers only slight damage, and Zorin gains only a temporary foothold in the market. The mission is considered neutral for the Experience Point award.

IF THE CHARACTERS SUCCEED

Total success depends upon stopping Zorin's plan at both the Hayward fault and Main Strike Mine. In this case, the earthquake along the San Andreas fault will occur, but the damage will be minimal and no lives will be lost. The characters should be awarded double the number of Experience Points as usual.

While the elimination of Zorin is not mandatory for success, it will most likely occur. It is important to note that Operation Main Strike can still go on if Zorin dies but Mortner is still alive. If the characters assume that Zorin's death ends the mission, you may have to prod them into remembering that Zorin's minions are capable of carrying out his plan.

B. Altering the Adventure

There are basically two ways to alter the adventure, both of which make it harder for the players to anticipate what is going on and prevent Zorin's plan from succeeding. This should be done if the players have seen the movie *and* you feel they would have too much of an edge (just having seen the movie will not necessarily give them this edge) or if they have read the booklet ahead of time. You may, of course, simply alter the adventure if you feel like it.

1. Have Stacey work for Zorin; change her basic loyalty from what is given to that of a highly paid servant. Thus, if the characters look her up in San Francisco, expecting her to become an ally, she will instead lead them into a trap (probably at Main Strike Mine) and then reveal herself.

2. Have Zorin still work for the KGB; let Pola and her friends help Zorin and let the plot be basically a KGB in-

vention. In this scenario, Pola works as a diversion to keep the characters as busy as possible and away from Zorin's mine.

Note that Chuck Lee, the characters' C.I.A. liaison in San Francisco, is given a minor role in the adventure. Since the adventure is designed to be played with one "00" character or two Agent characters, you should use Lee sparingly. He is available to give the characters information if they are on a cold track, but he should not take part in any actions the characters undertake.

If your players have Rookie-rank characters and would like to play this adventure, you can make Lee a source of extra firepower or muscle. You will then have to generate his skills and characteristics, using the Fellow Secret Agent Table in the chapter "How to Use Non-Player Characters" in the *James Bond 007 Game*.

This same condition holds true for Pola Ivanova in the adventure. She should be used sparingly for "00" and Agent characters, but could prove extremely helpful to any Rookie characters.

C. Further Missions

There is a very good chance that either Zorin or Mortner will escape at the end of the adventure. In this case, you have two ready-made Major Villains to use in a campaign.

Max Zorin's knowledge of and fascination with high technology makes him a potent enemy. He will still have much of his fortune to draw upon, although the United States' government authorities will probably impound his unsheltered wealth. Inevitably, he will use his remaining wealth and knowledge of technology to attack the characters; his egomania will demand revenge. It is suggested you keep him as a freelance villain, since his personality

does not allow him to work well with other organizations, such as TAROT. Zorin's connection with the KGB is left to your discretion.

Mortner, if he survives, will first try to avenge Zorin's death. Since his specialties are biochemistry and medicine, he may try to get back at the characters through poisoning or some similar biochemical method. Since he does not have Zorin's physical prowess, he will revert to underhanded methods to get his revenge. Also, to continue his experiments in genetics, he would be more than happy to finding a funding organization, such as TAROT, to continue his work.

Part V: Thrilling Cities



San Francisco

There is a city — a city built on hills, fog, romance and intrigue. It is the second home to every American who does not already live there — San Francisco. In a survey taken a few years ago, the majority of respondents named San Francisco as the city they would most like to live in, but most of them had never actually been there! They had merely heard about it. Why this love from afar of a city's mystique?

The first reason, perhaps, is San Francisco's breathtaking beauty. For the traveler, only Toronto or Vancouver among the cities of North America even begin to compare. It is not beautiful in the way that some European cities such as Rome or Paris are beautiful. San Francisco's beauty has a unique air, a certain high-chrome quality that bespeaks of the port's rakish history.

The second reason has to do with the Bay City's aura of trendy sophistication, of metropolitan ambiance, that makes larger cities such as Philadelphia, Dallas or Pittsburgh seem like small country towns in comparison. The area around Union Square matches the Rue de Rivoli in Paris for chic fashion; the window displays of the department stores match those of Fifth Avenue in New York for style and assortment.

San Francisco's "chic" is based partly on its ability to tolerate many different lifestyles. There is an easy-going liberality about the Bay Area and a notable looseness of the moral code. No other city in the U.S. (except, perhaps, New York) is so tolerant towards the saints and sinners of its population.

San Francisco has a very murky past (no pun intended on the famous San Francisco fog). It once ranked with Shanghai and Marseilles as one of the most dangerous ports on earth. It carefully preserves and codifies this violent and seedy heritage, and invites all to see it!

It still accepts, with a wry smile and a quick brush of the hand, those certain human "preferences" that would give the vice squad in other cities heart attacks. This is what has made it the cradle and focal point for every bunch of oddballs and outsiders that ever felt out of step with the rest of America — the bohemians of the thirties, the beatniks of the fifties, the hippies of the sixties, and the gay revolution of the eighties. San Francisco has a history of tolerance for both the unusual and the innovative.

HOTELS: In an average year, over three million visitors flock to the "Paris of the West" or "Baghdad-by-the-Bay," as San Francisco is variously known. Thus, the city maintains a universally high standard of accommodation for tourists.

- **The Four Seasons Clift (495 Geary St. at Taylor)**

Features: Purchased by the Four Seasons in 1977, the hotel has been completely redecorated since. Of the 338 rooms, fully one quarter are suites. The French Room is open for dinner and features a menu developed by Chief Werner Albrecht which includes such delicacies as sauteed scallops in gingered orange sauce and lamb loin with roasted garlic cloves. Of special note for agents of M.I.6 is the English tea served everyday at 4 P.M.

- **Pacific Plaza (501 Post St. at Mason)**

Features: The Plaza boasts the largest guest rooms in the city (over 500 square feet). It was erected on the spot where a motor inn once stood, but there is no mistaking the two. The simple elegance of the decor is counterpointed by the sumptuous menu of Donatello's, the Plaza's fine Italian restaurant. The pride of Donatello's include crisp duckling with Italian spices, boneless squab, quail, and, of course, pasta.

RESTAURANTS: The city offers a cornucopia of international cuisines. From the excellent seafood restaurants on Fisherman's Wharf to the exceptional Chinese restaurants in Chinatown, there is something for everyone's tastes.

- **French and Continental**

(847 Montgomery St. at Pacific Ave.)

Serving elegant and exquisite French cuisine; the dining areas are intimate and plush, an ideal spot for that secret liaison (whether professional or personal).

- **Jack's (615 Sacramento St. at Montgomery)**

Specializing in rex sole, calve's head and fowl dishes, Jack's combines turn-of-the-century atmosphere with cordial service at all hours. An institution in San Francisco.

MONEY: One pound equals \$1.70 American. (Use the current exchange rate if you prefer.)

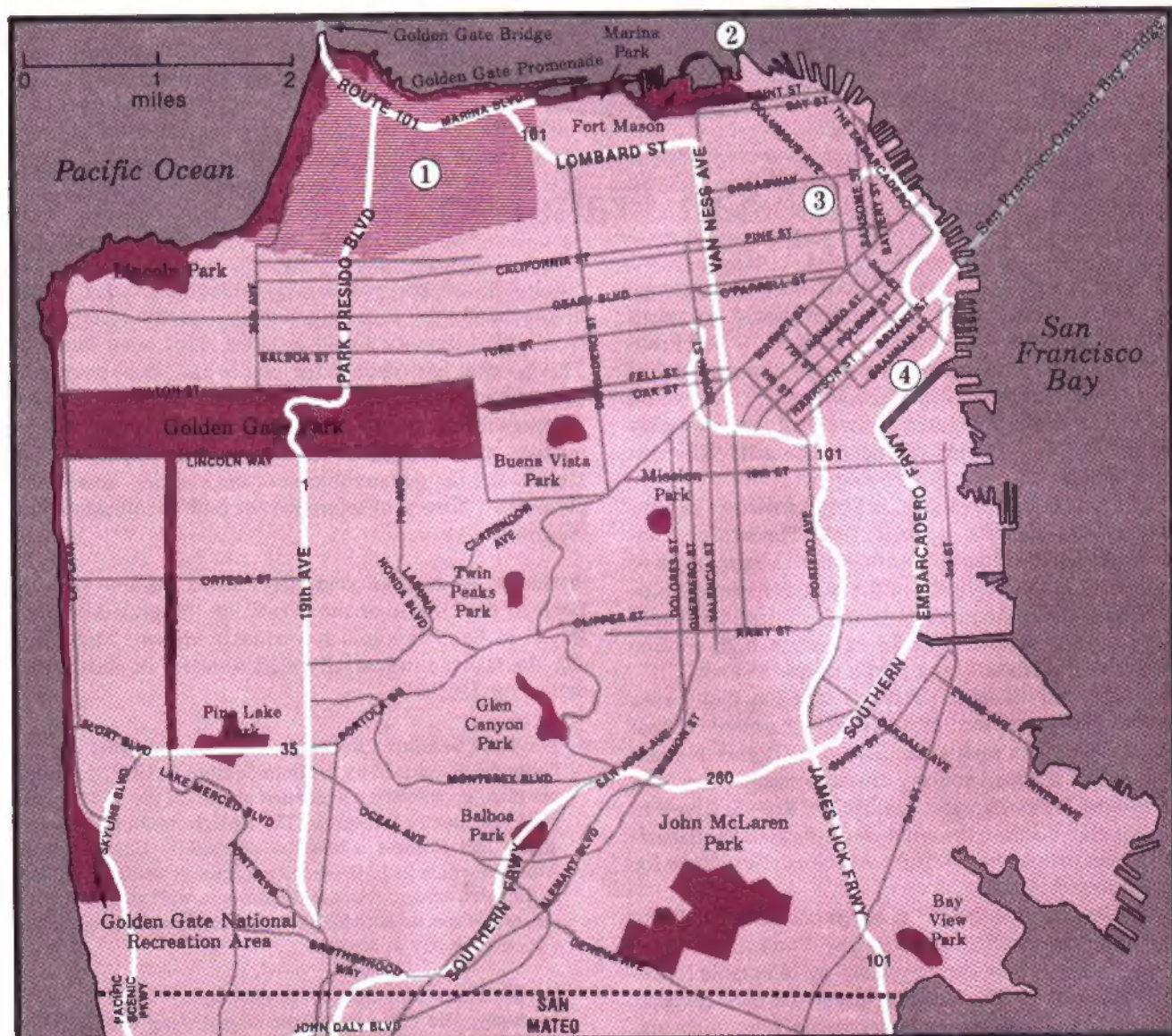
COMMUNICATIONS: All modern means of communications are available, including complex telecommunications.

LANGUAGES: English, with a smattering of Chinese and Japanese

GETTING AROUND: Taxis or cars are the best, and the BART (Bay Area Rapid Transit) is reliable but limited in coverage.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: The C.I.A. has a Level 3 Station House in the city, and the KGB has a Level 1 House. M.I.6 has no Station House here.



KEY:

- 1=Presidio U.S. Military Reservation
- 2=Fisherman's Wharf
- 3=Chinatown
- 4=Railroad Terminal

A VIEW TO A KILL

One of our "00" agents has disappeared!

BRIEFING: M.I.6 operative 004 is missing. His assignment was to infiltrate deep into the Soviet Union in order to retrieve a stolen microchip that is vital to England's national defense. 004 never arrived at his rendezvous point, and now someone must be sent into the frozen Siberian wastelands to find him. But the stolen microchip is just the tip of the Iceberg — there is a conspiracy afoot that could disrupt the world's economy. Is there enough time left to track down the ruthless mastermind and stop his earth-shattering plot?

MISSION: The killing cold of Siberia and the ever-present KGB imperil your search for 004 and the missing microchip. If you survive, you will be assigned to learn how the microchip fell into Soviet hands. A seemingly routine investigation takes on a grimmer aspect as you discover clues that point to a madman's lust for power. From atop the Eiffel Tower to the Major Villain's airborne headquarters, you will discover the meaning of what it is to go from A View to a Kill.

The A View to a Kill Adventure package contains:

- An illustrated 48-page Gamesmaster's Guide with complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.
- A stand-up screen containing a map of the San Francisco Bay Area and floorplans of the Major Villain's chateau.

WARNING: Assuming this adventure is exactly like the movie can be dangerous to your character!

ADVENTURE DESIGN/GAME SYSTEM DESIGN
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A VIEW TO KILL MODULE